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- :: Jak and Daxter :: AIBO's New Puppy
- :: Project Gotham :: Viking Warlord Guide





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Nintendo®
スペースワールド 2001
**SPACE
WORLD**
COVERAGE



023 ▶▶▶



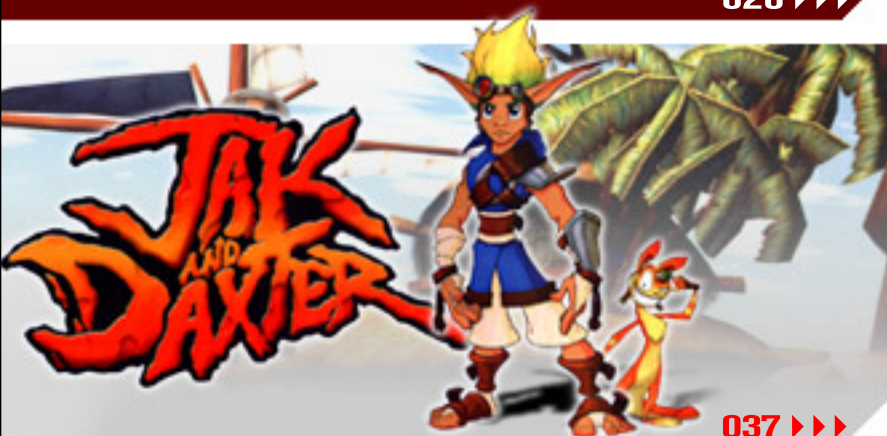
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BREAKING INTO THE INDUSTRY

We talked to some of today's executives
and game creators to find out how they
made it to the top in their profession.

The Top Dog

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Letter from the Editor ::

It's a Good Time to be a Gamer

Yeah, it may sound a bit cliché, but it really is a good time to be a gamer. Sure, it's been rather slow recently on the gaming front, but it's getting close to the fall, and that means exciting times ahead with the release of two new systems, and some kick-ass games coming out for the holidays as well.

This past week we received not only our Japanese GameCubes, but also a couple of Xbox debug units, so as you can imagine, our days (and most of our nights), have been filled with Luigi's Mansion, Halo, Super Monkey Ball, Blood Wake, Wave Race, Munch's Oddysee, and Fuzion Frenzy (Mark my words...game of the year! Okay, maybe not game of the year, but damn fun).

So what are our thoughts on each of the systems? Well, I'll leave that up to the individual site editors, but until then, I'll say happy gaming to you. It's gonna be a good couple of months, and I'm just glad to be here for the ride!

Tal Blevins

– Tal Blevins

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Unplugged Copy Editors

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Christian Nielson-Buckholdt



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:: EMAIL OF THE MONTH

"update the site ** lick"**
- Marie S.

(received on a weekend)

PlayStation 2 :: Too Many Good PS2 Games

Hey Dave, how you doing. I love your site it's like my god. Well any way I wanted your REAL opinion on four games I am looking at pre-ordering: Metal Gear Solid: Sons of Liberty, Devil May Cry, Grand Theft Auto 3, & Final Fantasy X. PLEASE respond to my letter (because I have fat fingers this is taking me forever) Dave. \$200 are lying in your honest opinion.

- some guy whose name Dave lost

Dave Z. responds: Based on what I've played of each of those games, they are all must-buys. The first three will likely be among the 10 best titles released this year across all platforms, while FFX is an early favorite for 2002 game of the year.

Soul Calibur on PS2?

I've hear that Soul Calibur is coming out for GameCube, but does that mean it's not coming out for PS2?

- another guy whose name Dave lost

Dave Z. responds: As of this writing, nothing has been officially announced, but our sources suggest that it will also see release on PlayStation 2, though it'll likely come out after the GameCube version.

Sci-Fi ::

Mutant Mayhem

Just wanted to know if you have any info on the new *Mutant X* show.

- Belle

The Bug-Eyed Monster responds:

First of all, the "Mutant X" TV show has nothing to do with the comic book of the same name - which is actually a good thing, considering that the comic was a convoluted, alternate reality-driven mess that was mercifully cancelled in Marvel's last round of cuts.

*The show, which is set to box in October in syndication, does have mutant characters, though, and a cast headed by John Shea (Lex Luthor on "Lois and Clark"), soap star Forbes march, and "Cleopatra 2525" babe Victoria Pratt. It also has lauded comics scribe Howard Chaykin as its head writer. The series is brought to you by Tribune Entertainment, the folks who brought you "Andromeda" and *shudder* "Beastmaster".*

Back in Blue?

Is Zhaan ever coming back to *Farscape*? Usually, when a character gets taken off a show, there are stories about contract disputes and not returning for the next season, etc... But I don't ever remember hearing about any of those with her, so it's possible she could return.

- Mr Reid

The Bug-Eyed Monster responds:

Not likely. At a recent convention, "Farscape" creator Rockne O'Bannon confirmed rumors that the lady behind Zhaan, Virginia Hey, was simply tired of the elaborate make-up she had to be encased in to play the character. Doesn't sound like she'll be coming back either. Hey, people

tend to get sick of being blue all the damn time...

GameCube :: Widescreen Format?

Will the GameCube have widescreen support like the PS2? Or will there be no options to change the video format?

- Alyssa Weller-White

Fran responds: Yes, of course. Even the Nintendo 64 had widescreen support. It's not really a matter of hardware so much as it is software. Most developers don't take the time to make their games in 16:9 since the majority of TVs don't support it.

Camelot RPG Cubed?

Hey guys, Any word on developer Camelot's upcoming RPG? It's still listed as a tba 2001. I was a huge fan of the Shining Force series and it would be cool to see what the Camelot staff is planning for the soon-to-be king of all consoles. Any info is better than nothing. Keep up the good work. - JC Raw

Fran responds: Camelot isn't saying anything about its rpg right now. We heard nothing new at Space World so we're assuming we won't see the title until well into 2002. Judging from the company's work on Golden Sun for GBA, their GameCube project should be spectacular. I'm banking on an isometric view with 3D character models. A fully interactive 3D world is a nice thought, but it doesn't seem to be their style. Besides, it would probably take ▶

longer and I want my Mario Volleyball!

DVD ::

R.S.V.P.

"Flying through hyperspace ain't like dusting crops, boy!"

"if a machine, a Terminator, can learn the value of human life, maybe we can, too."

"It's only after you lose everything, that you're free to do anything."

"It's like I told my ex-wife, I never drive faster than I can see, besides that it's all in the reflexes."

You know 'em and love 'em. Classic lines that make good movies great, or bad movies worse. Have you guys ever considered a feature on classic quotes? You could do them in a poll, or do a reader response thing, or whatever you like. Just a thought.

"That's a pretty good deal, but I think I have a better one. how about I give you the finger, and you give me my phone call?" - Timeframe

Steven responds: *"So like, right now for example. the Haitians need to come to America. But some people are all, "What about the strain on our resources?" Well, it's like when I had this garden party for my father's birthday. I put R.S.V.P. 'cause it was a sit-down dinner. But some people came that, like, did not R.S.V.P. I was totally buggin'. I had to haul ass to the kitchen, redistribute the food, and squish in extra place settings. But by the end of the day it was, like, the more the merrier. And so if the government could just get to the kitchen and rearrange some things we could certainly party with the Haitians. And in conclusion may I please remind you it does not say R.S.V.P. on the Statue of Liberty!"*

Killing Communists

I noticed something very bad today... Something disturbing... I was looking through your Reviews section, under S... And for some reason I didn't find the Review for the Scarface DVD... I thought that maybe you had forgotten to put the link up after you

guys "remodeled" your site. So I tried searching for it on your site... Not only did I not find the Review, all the things that came up when I typed in Scarface, were totally unrelated. The closest thing I found was something about how Al Pacino was someone's favorite Goodfella. I would understand if you didn't have a review for a movie that came out in 1983, before there was IGN... But the DVD only came out a few years ago, and Scarface is a classic, it is the preferred DVD amongst many rappers and musicians I have seen on MTV Cribs. All true pimps and playas own that DVD... But you guys, the pimps of the cyberworld... The DVD-know-it-alls... You don't have a review for it... My favorite movie... Al Pacino's best work (in my opinion)... It's a shame... But I know you guys will find the time to review the DVD for all those Scarface fans out there... Don't be cockroaches... Review the Scarface DVD... I'll kill a communist for IGN... But for a Scarface Review... I'll carve him up REAL nice... Thank you for your time

- NarKotiX

Steven Responds: *NarKotiX, in this country you gotta make the money first. Then, when you get the money, you get the power. Then, when you get the power, you get the women. Then, when you get the women, you get the DVD review. I just got a woman so you'll be getting the Scarface DVD review later on in the month of September. I always tell the truth, even when I lie.*

FilmForce ::

Eerie, PA

Hey! I live in Bucks County, PA -- just outside of Philly. I heard that the guy who directed the Sixth Sense is making a new movie around here. Everyone is talking about Mel Gibson coming to town for shooting. Can you tell me anything about it?

- Sean Brown

Linder responds: *M. Night Shyamalan, writer and director of The*

Sixth Sense and Unbreakable is getting set to shoot his next film, Signs, in Bucks county. Specifically, the production will be filming in a cornfield on loan from Delaware Valley college. The film tells what happens when a farmer (Gibson) and his family discover massive formations in their fields.

Know Your Role!

Is The Rock's new Mummy movie still coming out? I haven't heard anything about it in a while, and wondered if it was still on. Thanks!

- Jabroni

Linder responds: *Jabroni, The Rock's movie is a prequel to The Mummy. It tells how he became The Scorpion King that we saw briefly in The Mummy Returns. Rest assured the new film is still coming out. It's tentatively set to be released on April 19th, 2002. Only 8 months to go! The latest buzz on the film is very positive, with sources saying that it feels a whole lot more like Conan the Barbarian than any of the Mummy films.*

Xbox ::

Buffy

Hey, there has been a lot of gossip for which systems the Buffy The Vampire Slayer game will be coming on. I have been checking everywhere for any nods (even the publisher's site, Fox Interactive). Then, recently I browsed through your site, clicked on the previews and saw and read Buffy! I was so excited... but where did you get information that Buffy is coming out for Xbox??? Please help me!!!

- Desperate

Vincent responds: *Straight from the designers at The Collective, Buffy's developer. The game's definitely coming to the Xbox, that you can rest easy on. The question is, will you be able to spike vampires right in their cold, heartless breast while trying not to stare at Buffy's? That we're less confident about.*

"Panzer Dragoon"

Several months ago, i read that the "Panzer Dragoon" series was coming to "Xbox" but I see no "Previews" about the game - had it pulled already or is it still coming to "Xbox"?

- **Brubaker**

Mr. Robot responds: Dear "Brubaker." Panzer Dragoon is still on its way to the Xbox, as evidenced by its listing on Microsoft's Xbox retailer site along with other Sega favorites Crazy Taxi Next and jet Grind Radio Future. It hasn't been "pulled" as far as we know, and frankly I "know" everything. The company hasn't shown anything on the game at this point, however, and has only spoken to mention that it's a return to the original two games in the series, not the RPG. Hopefully we'll get more information as we near the Tokyo Game show dates.

PC ::

Creating the Forces of Freedom Isn't Cheap

I have a question about the Freedom Force Devolpment tool. (Really!, a question you say!!!) It said in that article that you (I) need 3D Max and Photoshop. Well then, were do I get Photoshop or something like it, preferably cheap or even FREE! Being a college student, I have little to no money at all times. And what could I use in place of 3D Max? It costs 1500 dollars for gosh sake. (Are you kidding me!! I don't have 5 dollars!) There has got to be somwthing else out there that I can use that isn't going to break the bank (break the bank, more like drop a nuke on it, burn the ashes, and piss on where it used to be). Where was I?

Oh yeah, so if you could answer these little questions I would appreciate it, and stuff. Thanks IGN guy!! The best web site ever! Heh, I am such a genius - **Van**

Dan responds: If you were such a genius, you would have developed your own PhotoShop and 3D Max substitutes by now! Seriously though,

you can find some image editor software for relatively low prices at your local retailer, although they certainly aren't as good as PhotoShop. 3DStudio Max is a whole different ball of wax however. That's an expensive program for a reason and has some incredibly complex stuff in it. It also is the program that many developers use to create the models for their games as did Irrational Games, which is why you need the program to import new models. Aside from sleeping with the developers, **which I've never done**, and burning CDs from friends, **which is illegal and I've also never done**, you're going to have to shell out the money. I know it hurts. It hurts me too.

Flock of Ravens

Back in the days of my 486, I played a few games from Raven like Heretic. Then they disappeared from game making (to my knowledge) for a few years and now they are back.

I was shocked when I fired up the Soldier of Fortune demo to find that Raven had made it. What happened to them during this time? Or did I just miss them completely?

On a related note, does LucasArts make it's own games? Has it ever? Because as far as I can see, Dark Forces three was developed and published by LA. However, Jedi Knight II(why they are not calling it Dark Forces III I don't know) is being made by Raven, not LA. why is this? What's up with LA... (and Raven of course). Thanks for your time guys.

- **anonymous**

Dan responds: Well Raven has been alive and kicking for that whole time, you just weren't paying attention. That and none of their games did that well. Their first game, Black Crypt, came out back in 1992. Heretic was released in 1994 followed by a couple of Hexen games and other titles that no one will remember. In 1997 Raven was gobbled up by Activision and has since turned into quite a little powerhouse. In that time they've developed Hexen II and

its expansion, Heretic II, Soldier of Fortune, and Star Trek Voyager: Elite Force. They're currently developing Soldier of Fortune II: Double Helix and Jedi Knight II: Outcast, which brings me to the second part of your question. Yes, Lucas arts used to make good games. Look at X-Wing, Tie Fighter, Jedi Knight, Maniac Mansion, Grim Fandango... But for some reason lately they've... well they've sucked. So now they've realized this and are outsourcing most projects. But they are co-developing Star Wars: Galactic Battlegrounds for the PC and developing Obi Wan for the consoles so they aren't out of the game totally.

Game Boy Advance :: Star Fox GBA?

With all your visits to the many game conferences showcasing new Nintendo games, have you heard any word on a Star Fox incarnation for GBA? It seems like a natural step considering the Mode 7 technology they have been showcasing.

Craig responds: Nintendo hasn't announced any intention of bringing the Star Fox series to the Game Boy Advance, but I wouldn't mind seeing the cancelled Super Nintendo sequel show up on the handheld. The original title for the Super NES didn't use Mode 7 effects -- it utilized a specialized 3D chipset called the FX Chip, which gave the Super NES more extensive 3D capabilities like polygons....but you needed the chip on the cartridge, which made games more expensive. ■

You can email the editors at:

dvd_mail@ign.com (DVD)
filmforce@ign.com (FilmForce)
pc_mail@ign.com (PC)
ps2_mail@ign.com (PS2)
cube_mail@ign.com (GCN)
mike@ign.com (Gear)
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insider **NEWS**



Who's Your Daddy?

Who keeps you in "the know"? We do! IGN always provides you with the latest and greatest gaming and entertainment news. And be sure to bookmark the Insider exclusive "IGN Press Room" board for up to the minute news updates hot off the wire. <http://boards.ign.com>

FilmForce :: Blair Witch Project 3?

Ed Sanchez and Dan Myrick, the creators of the original *Blair Witch Project* (and were involved with the sequel in name only), are looking at returning to the woods for another installment... literally. Sanchez has been quoted as saying: "We plan to go up to my land in rural West Virginia and stay there until we have something that truly creeps us out and works as a film. We'll spend a lot of time in the woods at night and soak in the atmosphere and hopefully get some of that old *Blair Witch* juice flowing again."

GCN :: Luigi in Super Smash Bros

During the a Q&A session at Space World 2001, Shigeru Miyamoto – famous Mario, Zelda, and DK creator – inadvertently confirmed that Luigi is a playable character in Super Smash Bros. Melee. As one of the strongest and most popular characters his return is welcomed. Not that we expected Luigi to be left out of the mix, but it's still great to hear a Nintendo official confirm he will be back. Luigi fans, prepare to uppercut your weak foes into oblivion.



Xbox :: Game Prices Revealed

With the console price at \$299.00 in the US, you could assume that the price of the software for the Xbox console system would also be competitive with Sony's PlayStation 2. You were right. So far, first-part retail games such as Project Gotham, Halo, and Munch's Oddysee will hit shelves at \$49.99, at the same price at Sony's hottest sellers. What about third-party games? No official announcements as of yet, but the publishers we talked to said that prices would be competitive with releases from Microsoft.

DVD :: Studios form VOD Partnership

Five of the seven largest movie studios announced a new service that will enable a customer to have digitized movies delivered directly over the Internet. The movies will be available at about the same time they hit pay-per-view so you'll still cart your ass to the video store for new releases. Industry analysts see this as an anti-piracy move by the studios and not an attempt to squash the \$1.7 billion DVD marketplace. "In addition to ... going to the theater or the local videostore, this service will provide an exciting and secure new medium for movie viewers..." said Universal Studios CEO Ron Meyer.

PC :: Breaking the Sound Barrier

Later this month Creative will be introducing their next generation of sound cards: the Audigy series. Based on their new Audigy Advanced HD which promises to be four times more power than any existing audio processor, Creative's new sound cards will bring the world of audiophile-dom to your PC. With a six channel 24-bit/96kHz DAC, the new line of Audigy cards will be outputting sound at a comparable or higher level of quality than your home CD player. The cards will come in four flavors – MP3+ (\$99), X-Gamer (\$99), Platinum (\$199), and Platinum eX (\$249) – and should be in stores by mid-September.



Pocket :: Shrinking Pokémon

Nintendo has announced the next step in the Pokémon license, a handheld unit called Pokémon Mini. This device, the size of a pocket pager with a black-and-white screen that's about as detailed as a Tamagotchi, will accept postage-stamp size cartridges to play Pokémon related games such as *Pokémon Pinball Mini*, *Pokémon Puzzle Collection*, and *Pokémon Zany Card*. The unit will come packaged with a minigame compilation pack, *Pokémon Party Mini*. No release has been announced for the US yet, but the Pokémon Mini should hit Japan this November for 4800 yen. Games will cost around 10 bucks apiece.



PlayStation 2 :: Kain Changes Names

In a move that clarifies its strategy with the Legacy of Kain series, Eidos recently announced it's decision to rename, and subsequently to extend, the Crystal Dynamics' series.

Legacy of Kain: Soul Reaver 2 has been clipped to Soul Reaver 2; and Legacy of Kain: Blood Omen 2 has also been snipped to Blood Omen 2. The idea being that the two games still belong to the "Legacy of Kain" series. Crystal Dynamics has several sequels planned for the future.

Soul Reaver is due by the end of September. Blood Omen 2 is due this Christmas.

GameCube :: Flipper Up Close

While attending Space World 2001 we had the opportunity to see the GameCube's Flipper graphics chip up close. The 110mm² die is composed of 51 million transistors and makes up the brain of GameCube. It is the center of GameCube's "nervous system" and controls nearly everything that goes on to make the system work. As you can see with the attached picture, the chip is quite tiny, housing transistors for GameCube's sound, graphics, and embedded memory. The inscription on the front of the chip is simple and clean – just like the design itself.



Sci-Fi :: Acker on Angel

Though the rumor has been bandied around for some time now, Variety has confirmed that lovely Amy Acker (Fred) will be a regular on broody vamp series *Angel* next year.

"She just lights up the room, and several adjoining rooms, and some nearby neighborhoods," Slayer/Angelus mastermind Joss Whedon told the trade. "She is the final piece of the puzzle in how we make Angel work."

Be sure to get yourself over to our interview with Amy (<http://scifi.ign.com/tv/7145.html>) to see what Angel's latest addition has to say about Fred's crush on Angel and her preferred flavor of Gatorade.

FilmForce :: Goyer Gets Go-Ahead for *Blade 3*

New Line Cinema has commissioned David Goyer (writer of *Dark City*, *Blade 1 & 2*) to write and produce *Blade 3*, as well as to write and direct an original script. Goyer said of the deal, "After *Blade 3*, I'm done writing for other directors. I've had enough frustrations over 10 years that I've realized, I can do it myself." Goyer was offered the directing job after New Line saw his forthcoming directorial debut, *Zig Zag*, a coming-of-age story about a boy with a learning disability who has to deal with his abusive father (played by Wesley Snipes).



PlayStation :: PS one Bundle

Sony Computer Entertainment America plans to release a special bundle package this November, fusing the inevitable mobile PS one with the mobile monitor. The bundled console and official LCD screen will sell for a reduced MSRP of \$199.

The low-end model (5" LCD screen, AC adapter, AV multi-out, stereo headphone jack and AV input) announced at Electronic Entertainment Expo also will be sold separately for the previously announced price of \$129.

SCEA also will release a high-end version of the screen in November, retailing for \$149. This unit includes a headphone packed in and high-end video output. All three products are due to ship this November.



Xbox :: Malice Comes out of Rabbit Hole

Back at this year's CES, Malice was the belle of the ball, showing off the Xbox system's power, as well as Argonaut's attention to cool details. It was a great example of the sort of stuff Microsoft had been promising would make the Xbox great. Then... we waited. Waited some more. Malice disappeared from public view, apparently dropping out of its talks with Microsoft for publishing, and doing a no-show at this year's E3. Now the game is back thanks to a new publishing deal with Vivendi, for both PS2 and Xbox. The beautifully twisted platformer starring the little girl with the very big mallet will hit stores sometime early next year.



Sci-Fi :: Adult Swim: Cartoon Network Dives In

The net that brought you Powerpuff Girls has a brand new bag – a three hour block of 'toons aimed specifically at the non-kiddie set. Adult Swim, which bowed September 2, launches five new series and brings us the triumphant return of everyone's favorite lovable talk show lout, Space Ghost Coast to Coast.

In addition to new episodes of Space Ghost, Adult Swim features a spin-off show starring SG sidekick Brak, a skewed animated sitcom called Home Movies, and the US television debut of anime fave Cowboy Bebop.

Adult Swim airs Sundays and Thursdays from 10 pm to 1 am.

DVD:: HP ships DVD+RW, CD-RW Drive

Most likely on the store shelves now is the \$599 dvd100I, a drive used to create copies of DVDs as well as to transfer your VHS tapes to the DVD format. John Spofford, vice president and general manager, HP Personal Storage Solutions says "With this drive, consumers can safely store large amounts of information, explore new ways to create custom video and music discs and share those discs with almost anyone who owns a DVD video player or DVD-ROM drive. And unlike videotape, the quality will last up to 100 years." The blank DVDs will cost nearly \$15.99.

PC :: Dynamix Closes

One of the most beloved game developers in the industry, Dynamix, is closing its doors. The Eugene, Oregon-based company, which was founded in 1984 by Jeff Tunnell and Damon Slye, most recently released Tribes and Tribes 2. Sierra, which purchased Dynamix in 1990, has officially said they are closing the studio down. Maintenance and support for the Tribes franchise will continue out of Sierra's studio in Bellevue, Wash. The status of titles currently in development at Dynamix has yet to be determined.



SEPTEMBER 2001



We've Got Your Back

Pissed off because you didn't get to the store in time to grab the latest version of Matt & Frans's Hit-n-Miss Deadline Adventure? Fear not! Just head over to the [IGN GameStore](#) and pick up a copy now!

PC Games ::

TITLE	GENRE	PUBLISHER	DATE
Mutually Assured Destruction	None	Globalstar	09/01
Oil Tycoon	Strategy	Globalstar	09/01
100 Plus Best Arcade	Family	Activision	09/01
Magic and Mayhem: The Art of Magic	Other	Bethesda	09/01
Battle Realms	Other	Ubi Soft	09/01
Gamefest Strategy Classics	Strategy	Interplay	09/01
Heroes Chronicles: The Final Chapter	Strategy	3DO	09/01
Tank Platoon!	Simulation	Hasbro Interactive	09/01
Classics - NHL 2001	Sports	EA Sports	09/03
Battlecruiser Millenium	Simulation	3000 AD INC.	09/03
Coaster Works	Simulation	Infogrames	09/03
Screamer 4x4	Racing	Titus	09/04
Warm Up!	Racing	Titus	09/04
Ultimate Skate Park Tycoon	Strategy	Activision Value	09/04
Sub Command: Seawolf-Akula-688(i)	Simulation	Electronic Arts	09/11
Road to India	Adventure	Titus	09/11
Backyard Football 2002	Family, Sports	Infogrames	09/11
Fastfood Tycoon 2	Strategy	Activision	09/11
Operation Flashpoint	Action	Activision	09/12
Dragon's Lair	Other	Digital Leisure	09/14
Duke Nukem: Endangered Species	Other	Take Two	09/15
Search and Rescue 3	Other	Globalstar	09/15
Wizardry 8	RPG	Sir Tech	09/15
Redneck Racing	Racing	Xicat	09/15
EverQuest Trilogy	RPG	Sony Online	09/17
RIM	Strategy	Fishtank Interactive	09/17
Gamefest Chess Classic	Family	Interplay	09/18
Original War	Strategy	Titus	09/18
Hoyle Board Games 2002	Family	Vivendi Universal	09/18
Hoyle Card 2002	Family	Vivendi Universal	09/18
Hoyle Casino 2002	Other	Vivendi Universal	09/18
Hoyle Kids 2002	Family	Vivendi Universal	09/18
Hoyle Slots and Video Poker 3.0	Other	Vivendi Universal	09/18
Hoyle Word Games 2002	Family	Vivendi Universal	09/18
Legends Gamer Pack	Other	Activision	09/18
NHL 2002	Sports	Electronic Arts	09/18
Peacemakers	None	Ubi Soft	09/18

unplugged :: release dates**PC (cont.) ::**

TITLE	GENRE	PUBLISHER	DATE
Project Eden	Action, Strategy	Eidos Interactive	09/18
Railroad Tycoon 2: Platinum	Simulation	Take 2 Interactive	09/18
Rails Across America	Strategy	Infogrames	09/18
Red Faction	Action	THQ	09/18
Sega Pack	Other	Activision	09/18
Rune Gold	Action	Take Two	09/18
Trade Empires	Strategy	Eidos	09/18
Spider-Man	Action	Activision	09/18
Conflict Zone	Strategy	Redstorm	09/18
Tycoon Pack	Strategy	Activision	09/18
Micro Scooter Challenge	Racing	Xicat	09/19
Real War	Action	Macmillan	09/21
Armada	Other	Nutridata	09/24
Bait	Other	Nutridata	09/24
Freeform	Other	Nutridata	09/24
Destroyer Command	Strategy	Ubi Soft	09/25
Diablo Battle Chest	RPG	Vivendi Universal	09/25
Dig Dug	Platform	Infogrames	09/25
Emergency Room: Vet	Action	Vivendi Universal	09/25
Emergency Room: Code Red	Action	Vivendi Universal	09/25
Emergency Room: Paramedic	Action	Vivendi Universal	09/25
F1 2001	Racing	Electronic Arts	09/25
Harley Davidson Race Around the World	Racing	Infogrames	09/25
Lock On: Modern Air Combat	Simulation	Ubi Soft	09/25
Monopoly Tycoon	Family	Hasbro Interactive	09/25
Moon Tycoon	Strategy	Vivendi Universal	09/25
Ms. PacMan	Platform	Infogrames	09/25
Pool of Radiance Collector's Edition	RPG	Ubi Soft	09/25
Silent Hunter 2	Simulation	Ubi Soft	09/25
Throne of Darkness	RPG	Havas Interactive	09/25
Gadget Tycoon	Simulation	Take 2 Interactive	09/28

PlayStation ::

Cargo!	Action	Hasbro Interactive	09/01
One Piece Mansion	Adventure	Capcom	09/01
Barbie Explorer	Action	Havas Interactive	09/02
NASCAR Racers	Racing	Hasbro Interactive	09/04
Tales of Destiny	RPG	Namco	09/04
Sesame Street Sports	Action	New Kid Co.	09/04
Atari Anniversary Edition	Arcade	Hasbro Interactive	09/04
NASCAR Thunder 2002	Racing	EA Sports	09/05
IHRA Drag Racing	Racing	Bethesda	09/05
Nicktoons Racing	Racing	Hasbro Interactive	09/05
Bob The Builder	Action	THQ	09/05
Hot Wheels Extreme Racing	Racing	THQ	09/11
Dance Dance Revolution Disney Mix	Dance	Konami	09/18
Razor Racing	Racing	Crave Entertainment	09/18
Looney Tunes: Sheep, Dog, 'N Wolf	Action	Infogrames	09/18
Spider-Man 2: Enter Electro	Action	Activision	09/18
X-Men Mutant Academy 2	Fighting	Activision	09/18
Rescue Heroes: Molten Menace	Action	Knowledge Adventure	09/21
Backyard Soccer	Sports	Infogrames	09/25
Syphon Filter 3	Action	Sony	09/25

unplugged :: release dates**PlayStation (cont.) ::**

TITLE	GENRE	PUBLISHER	DATE
SpongeBob Squarepants: SuperSponge	Action	THQ	09/26
Scooby-Doo And The Cyber Chase	Action	THQ	09/26
Power Rangers Time Force	Action	THQ	09/29

PlayStation 2 ::

LEGO Racers 2	Racing	LEGO Media	09/01
Time Crisis II	Shooting	Namco	09/01
Lotus Challenge	Racing	Interplay	09/07
Soldier of Fortune	First-Person Shooter	Majesco	09/15
RLH	Interplay	Interplay	09/15
NHL 2002	Sports	EA Sports	09/18
Arctic Thunder	Racing	Midway	09/18
Bass Strike	Fishing	THQ	09/18
Silent Scope 2: Dark Silhouette	Shooting	Konami	09/18
Portal Runner	Action	3DO	09/19
Monster Rancher 3	Simulation	Tecmo	09/20
Casper: Spirit Dimensions	Adventure	TDK	09/24
NHL Hitz 2002	Sports	Midway	09/25
F1 2002	Racing	EA Sports	09/25
Spy Hunter	Action	Midway	09/25
Thunderstrike: Operation Phoenix	Action	Eidos	09/25
Silent Hill 2	Adventure	Konami	09/25
ICO	Adventure	Sony	09/25
Soul Reaver 2	Adventure	Eidos	09/25
Project Eden	Action	Eidos	09/25
Commandos 2	Action	Eidos	09/25
City Skater	Extreme Sports	KOEI	09/27
Kessen 2	Strategy	KOEI	09/27
Mad Dog McCree	Arcade	Digital Leisure	09/28
NASCAR Thunder 2002	Racing	EA Sports	09/30

Game Boy Advance ::

Advance Wars	Strategy	Nintendo	09/10
Snood	Strategy	Destination	09/11
Klonoa: Empire of Dreams	Platform	Namco	09/12
NFL Blitz 2002	Sports	Midway	09/12
Atlantis: The Lost Empire	Platform	THQ	09/13
ESPN X Games Skateboarding	Sports	Konami	09/13
Rocket Power Dream Scheme	Platform	THQ	09/13
Jurassic Park III: Park Builder	Strategy	Konami	09/15
Lego Bionicle	Strategy	Lego	09/15
Lego Island II	RPG	Lego	09/15
F14 Tomcat	Simulation	Majesco	09/16
Caesar's Palace Advance	Strategy	Majesco	09/16
High Heat Baseball 2002	Sports	3DO	09/17
SI For Kids: Baseball	Sports	BAM	09/18
Powerpuff Girls	Action	BAM	09/18
Backtrack	FPS	Telegames	09/19
Spider-Man: Mystério's Menace	Action	Activision	09/20
Power Rangers Time Force	Action	THQ	09/20
Lady Sia	Action	TDK	09/21
Rugrats: Castle Capers	Action	THQ	09/25
X-Men: Reign of Apocalypse	Action	Activision	09/26

unplugged :: release dates
Game Boy Advance (cont.) ::

TITLE	GENRE	PUBLISHER	DATE
MX 2K2 w/Ricky Carmichael	Racing	THQ	09/26
Final Fight One	Action	Capcom	09/27
Tetris Worlds	Puzzle	THQ	09/27
The Wild Thornberries	Action	THQ	09/27

Game Boy Color ::

Madden NFL 2002	Sports	EA Sports	09/12
The World is Not Enough	Action	EA	09/12
Portal Runner	Action	3DO	09/16
Max Steel	Action	THQ	09/17
Toki Tori	Puzzle	Capcom	09/19
High Heat Baseball 2002	Sports	3DO	09/22
Lufia: The Legend Returns	RPG	Natsume	09/25
Dragon Warrior Monsters 2	RPG	Enix	09/26

DVD ::

(NOTE: SE = Special Edition, UE = Ultimate Edition, CC = Criterion Collection)

TITLE	ESRP	DIRECTOR	DATE
Blow (Infinifilm)	\$26.98	Ted Demme	09/11
Just Visiting	\$32.99	Jean-Marie Poire	09/11
The Tailor of Panama	\$24.95	John Boorman	09/11
Doctor Who (1970-1974)	\$24.98	John Pertwee	09/11
Doctor Who (1974-1981)	\$24.98	Tom Baker	09/11
Doctor Who (1982-1984)	\$24.98	Peter Davison	09/11
Wit	\$19.98	Mike Nichols	09/11
Driven	\$24.98	Renny Harlin	09/18
American Werewolf in London	\$26.98	John Landis	09/18
Blood Simple (Director's Cut)	\$24.98	Joel Coen	09/18
Cape Fear	\$24.98	J. Lee Thompson	09/18
Cape Fear (1991)	\$24.98	Martin Scorsese	09/18
Halloween 2	\$24.98	Rick Rosenthal	09/18
Basic Instinct CE	\$26.98	Paul Verhoeven	09/18
Total Recall CE	\$26.98	Paul Verhoeven	09/18
The Simpsons: Season One	\$39.98	Matt Groening	09/25
A Knight's Tale SE	\$27.96	Brian Helgeland	09/25
Along Came a Spider	\$29.99	Lee Tamahori	09/25
Citizen Kane	\$29.99	Orson Welles	09/25
Heathers (in collectible tin)	\$39.98	Michael Lehrman	09/25
Circuitry Man Double Feature	\$24.95	Robert Lovy	09/25
The French Connection (5-star)	\$26.98	William Friedkin	09/25

In Theaters ::

TITLE	STUDIO	DIRECTOR	DATE
The Musketeer	Univeral	Peter Hyams	09/07
rock Star	WB	Stephen Herek	09/07
Two Can Play That Game	Sony	Mark Brown	09/07
The Glass House	Sony	Dan Sackheim	09/14
Hardball	Paramount	Brian Robbins	09/14
Glitter	Fox	Vondie Curtis Hall	09/21
Don't Say a Word	Fox	Gary Fleder	09/28
Hearts in Atlantis	WB	Scott Hicks	09/28
Zoolander	Paramount	Ben Stiller	09/28



Release Date: November 2001

Publisher: EA

Developer: Westwood

Genre: Action

Players: TBD

Featured Preview :: Command & Conquer Renegade

by Steve Butts

Apparently at the time Brett Sperry conceived the first Command and Conquer, he was already thinking of ways to bring players down to the battlefield. After the game shipped the Commando from the sixth GDI mission became so popular, the team at Westwood realized he would have to be the focus of their grunt's eye view of the C&C world. That's Renegade. And while it seems on the surface like so many other first-person shooters, the approach is totally different. As Executive Producer Dan Cermack told me, "It's about being on the ground in the middle of a C&C universe – it's not about trying to compete with first-person shooters."

Dan's taken over the project since we first saw it over two years ago. In that time, he's made a few changes. The game used to be about Captain Nick "Havoc" Parker, the Commando we all know and love. Havoc's attitude is still as strong as ever and he's still the main character in the game but Dan has tried to place him in a perspective that better illustrates what makes C&C so cool – the giant fights between the forces of the Global Defense Initiative (GDI) and the evil Nod. The lessening of Havoc's dominance in the game is further evidenced by the shift to a first-person perspective (although you can still opt to play the game from a third-person perspective if you like).

Captain Nick "Havoc" Parker has a strong influence on the game, primarily in terms of style. "We're really gonna try to push the attitude. It's not that he's a smart ass or that he talks back. It's just that he likes to destroy things." Havoc's past will also play a large role in the game. He began as part of Dead 6, an elite military unit. Playing well with others was never his strong suit, so he left to start a solo career. Another member of Dead 6 decided to turn against GDI.

While Havoc's Dead 6 legacy will feature prominently in the game, the real focus is on The Black Hand. "We've created a new special forces unit set for Nod called The Black Hand. The game is all about finding out about The Black Hand and what their purpose in life is." Of course, the big Nod honcho Kane will be present in the game as well, but you're only likely to interact with him through various communication devices. ►



The team at Westwood is committed to create a single player experience that feels like a multiplayer game. Dan wants you to "feel like you're part of something bigger." most first-person shooters use the player's location to chape the action. "This is more about how you fit into this bigger picture," explains Dan, "It's all about making you realize that maybe there's somebody 'up there' kind of pushing the buttons."

This perspective is heightened by the strict application of the rules of the original game. In level three for instance, you'll find a group of NOD shore turrets blasting away at a GDI ship. Although it has nothing to do with your primary mission, there are benefits to be gained from getting involved. If you manage to take out the nearby SAM sites, you may find that the "guy upstairs" will now be able to bring in Orcas to take out the turrets. Once the turrets are out and the beach is secure, this invisible general may be able to bring the boat in and drop off some GDI reinforcements to help you out. You, as the player, are to some degree in charge of creating these opportunities.

The same concept extends to the production and economic capabilities of the NOD bases. Refineries bring in money to be spent at barracks or vehicle factories to produce units. Power plants keep things operating while technology outposts grant access to more advanced weaponry. A player who is aware of the relationships and consequences built into the game can achieve broad results through very particular actions. As Dan says, "The rules apply. If you blow up the Hand of Nod, the foot soldiers disappear; take out the refinery and the amount of reinforcements he can get drops dramatically." If the power is cut, you may find that the various defensive emplacements will cease functioning as well.



The HUD and interface are still in a fluid state at the moment but the general presentation is sound. It's a standard set-up for the most part. You have a smart reticle that turns red when you've got a good shot and turns yellow when you're reloading. You can also see the health and armor level for yourself and the target currently under the reticle. (The addition of armor for buildings and characters is kind of new in the C&C world but they've managed to fit into the existing game world without too much tweaking.) A small window in the upper corner of the screen displays your current objective and gives you a sense of what you ought to be working towards next.

Outside of the in-game HUD, there are a few other information resources at your disposal. An encyclopedia assists you in determining how best to take on the opposition. As you encounter more enemies and buildings, your encyclopedia will be updated with information. You can review this information to better prepare yourself for future encounters. A map screen is updated and uncovered just as in the original C&C. Any installations or points of interest you come across will be displayed on your map. Data packs and computer terminals will reveal information to you as well – occasionally even giving you information that won't be useful until the next mission. These revelations are meant to give you a reason to go into NOD buildings before you bother blowing them up.

Although the single player game will only feature eleven missions, the various levels are huge. And rather than making you wait for it, Westwood delivers the intense battle sequences right up front. The first two levels are classic C&C where the player is dropped into the middle of some truly awesome battles. At the start of level two, ►

"It's about being on the ground in the middle of a C&C universe – it's not about trying to compete with first-person shooters."

COMMAND & CONQUER RENEGADE

you'll get to drive your GDI tank right up to a Nod base, take command of an observation tower and fight it out with a Nod attack helicopter. And all of this is rendered against the backdrop of a snowy mountainside.

A few of the missions will put the emphasis on Havoc's solo efforts but most of the time you'll be working with some help. There's an awesome level where you have to fight your way through an embattled city where local freedom fighters fend off a Nod invasion. Enemies will even bust out of second story windows and rappel down into the middle of some spectacular firefights.

Renegade also features a nighttime raid on a gigantic Nod base. In all the missions seem really expansive and, while there's a set objective and direction, you do have a little freedom in choosing your approach.

Given the nature of the story and Havoc's personality, you can expect the enemies to spend most of their time on the defensive. Havoc loves being the aggressor, after all. But the AI is sophisticated enough to approach different situations with different attitudes. One of the big changes from the original C&C model is that the enemies are no longer coordinated by a single AI general. Instead each individual soldier possesses an "innate AI." While they'll be on the defensive most of the time, each enemy will decide upon detecting you whether to go into an attack or seek out the protection of cover or the help of other units. Enemies respond off of what they see and hear. Their detection range increases with rank and is decreased by things like rain or darkness.

As great as the single player experience promises to be, Dan sees the multiplayer Command and Conquer mode as the real "gem" of the game. The team has narrowed the variety of multiplayer modes and focused strictly on the team-based modes. Superficial fraggers (fraggles?) can rest assured that a straight deathmatch mode is included but Command and Conquer mode is where the game really innovates. This mode pits two teams, GDI and Nod, against each other in a fight to destroy the opposing team's base. "C&C is the next level," says Dan. "You're talking about team stuff. It's not about killing four other guys off -- like CounterStrike where you kill off the other team and say "I won." It's all about the other base; did I blow up that other base?" No hard player limits have been set yet. Dan hopes that the game will support 32 players but he believes that a 16 player cap might be more realistic. ►

"You have choices. You can take out the stuff on the beach. You don't have to -- you have a mission to do; go do it. If you want to do the little sideline things and help the war out, you'll get some benefit from that."



COMMAND & CONQUER RENEGADE



The bases in C&C mode are smaller versions of the same bases from the single player game. They've been shrunk down and made much more "polygon efficient" in an effort to speed up multiplayer. Right now the goal is to have about 10 total maps of varying sizes and arrangements. The team has already created five or six maps using a set of base stamps. These stamps are templates for base creation that come in various sizes. On the smaller 4 player maps, a base might only consist of two buildings. Larger maps will have huge, sprawling bases connected by underground tunnels. Most levels also have Mutant Research Centers in the middle of the Tiberium fields. If your side can capture the centers, you can morph into a mutant. Mutants not only have access to special weapons but also regenerate while standing in Tiberium fields.

Each of the character classes and vehicles are purchased with Tiberium credits. The harvesters go out into Tiberium fields and collect resources. Once these resources are delivered to a refinery, they are split evenly among the separate characters. Apart from the harvester injections, you'll also get individual credits for killing enemies and destroying structures and vehicles. The credits that you earn can be used to purchase specific character kits and vehicles. If you collect enough money, you can even buy the ultimate weapons, the ion cannon strike or nuclear blast. These come in the form of beacons that you must place on the target yourself.

Character kits are based around weapons. Unlike the single player game, characters in multiplay are limited to one single weapon – a rocket launcher, chaingun, sniper rifle, etc. Changes in character kit are made ►

Tools of the Trade ::

People who have the first game will remember the Commando's ability to blow up buildings just by walking in to them. That's possible in Renegade as well. Each building contains within it a master control console; if you can find it you can blow up the building with a single C4 charge. C4 comes in a few different forms and can be set to detonate in one of three ways – when an enemy approaches within a certain distance, at a pre-set time, or whenever you press a remote trigger button. If you can't manage to get in to the console, you'll have to blow up the buildings the old-fashioned way – by shooting the crap out of them.

Many of the weapons from the first C&C are here but the team has also created some new ones. In addition to the flamethrowers, sniper rifles and grenade launchers, Havoc will have access to a whole range of new toys. While some are more in keeping with traditional first-person shooter weapon design, Dan's says it's important to maintain the feel of C&C in all of them. "Laser rifles don't matter to me. It's just a laser rifle – who cares? If you turn that into an Obelisk Module, then we can talk."

The Tiberium auto rifle, for instance, shoots green beams that continue to cause damage for a few seconds after the target has been hit. Enemies hit by the gun also stand a chance of mutating into a visceroid and going on a mutant rampage, attacking the nearest target. One of the most damaging weapons is the personal ion cannon. It takes forever to fire but does tremendous damage. Nod chem sprayers, chainguns and ramjet rifles are also included in the more than twenty weapons at your disposal.

And that doesn't even count the various vehicles you can commandeer. All the vehicles from the original game are here. Apart from the flying and sailing vehicles, you can jump in and control just about everything. Once you hop in a vehicle, the game switches you to a third-person perspective. You can control the steering of the vehicle with the mouse or keyboard, but I found the keyboard controls to be much more useful as they allow you to have independent control of the turrets. Once you've jumped into a Mammoth Tank and driven over a bunch of Nod soldiers as you're shelling their base, you'll realize that Westwood is really delivering on the promise of a ground-level view of the RTS.

COMMAND & CONQUER RENEGADE

inside your own barracks. You can also gain a better version of some weapons by moving up in class. There's a significant difference between a basic minigun and an officer minigun. Each barracks and vehicle factory comes with more than one purchase terminal so there shouldn't be too much waiting to switch into or out of a kit. You can even opt for an engineer's kit that allows you to repair damage to buildings and vehicles. Vehicles are purchased in the same manner. You buy them at a terminal and then go outside to pilot them. Nod vehicles arrive via a breathtaking C47 drop, while GDI vehicles roll out of a nearby vehicle bay.

As with the single player game, you can take out particular buildings to hinder your enemies. Take out the vehicle factories and no one on the opposing team can buy vehicles. If they retaliate by destroying your barracks, you can only go up or down within the main weapon set you've chosen – moving from a grenadier to an officer grenadier is possible for instance; moving from a rocket soldier to an engineer is not, however. If your power plant goes, the price of kits and vehicles goes up by a factor of three. It didn't seem fair to increase the time it took to buy things, so the developers merely increased the cost. When your refinery goes, you're in serious trouble but many of the maps, the small ones especially, have plenty of credits lying around in crates.

Westwood created a brand-new engine for the game. Though they looked at third-party engines for Renegade, they decided that it would be best to "maintain the whole environment" of Command and Conquer by creating their own technology. With four years of work behind it, we're hoping that it's the basis of future games from the company. It "can't afford to make the highest level of detail" but, since you can run in and out of buildings all day without any load times, there's really not much room to complain.

The buildings and vehicles look very similar to their sprite-based predecessors and the familiar death sounds of the Nod soldiers is perfectly recreated here. Best of all, you can go inside any of the buildings and explore their expansive interiors. The Hand of Nod, where Nod troops are trained, contains all sorts of different rooms. And when a building is sufficiently damaged (or when the power goes out) you can see the light-map shift to red.

Other visual effects are equally impressive. The Ion Strike causes a change in the weather that you can almost feel. Small beams of blue light start to converge on a location and, well, just make sure you're really, really, really far

away when that happens. The cutscenes are a bit of a departure for Westwood. Rather than relying on their standard method of employing real actors, the cutscenes in this game are all run through the game engine. A very fluid camera and some compelling animations make it all believable. ►



COMMAND & CONQUER RENEGADE

"C&C is the next level," says Dan. "You're talking about team stuff. It's not about killing four other guys off – like CounterStrike where you kill off the other team and say, 'I won.' It's all about the other base; did I blow up that other base? "

As far as editing tools are concerned, there's been no definite decision on how or if or when they'll be released. The real issue seems to be the sophisticated vis system. Each level is composed of up to 70,000 polygons and, as there are no load times, it becomes important to render only the polygons that the player can see. Apparently it's a system that's a little trickier for amateur level and mod builders to deal with. Still, Dan wants those tools to be included and hinted that they might even be released before the game. "It's very important to get it right, cause I want to make sure that there is community support. That's vital to me."

There are still a few things left to do before the game is released. Apart from normal bug killing and tweaking, the team still has to add animated particle effects to the levels. Several levels are missing objects and are not yet light-mapped. (Light-mapping is done at the end of the level building process once all of the assets are in place.) The AI needs to be migrated from the single player game to the multiplayer game. Some other minor issues still need to be addressed but, in all, the game is looking very complete at this point. As Dan says, "It's all about polish, polish, polish" at this stage.

We'll be keeping an especially close eye on this one as it nears completion and we'll be sure to bring you more updates in the future. In the meantime, start practicing. Come this November strategy gamers are going to square off against action fans in one of the most innovative and appealing cross-genre approaches yet.

– **Steve Butts** ■



BREAKING INTO THE INDUSTRY

**We talked to some of today's executives
and game creators to find out how they
made it to the top in their profession.**

The Top Dog

The first thing to remember is that you asked for that champagne chilled, not run under a cold tap. The next time your assistant doles out the fizzies for yet another spectacular game debut, he had better remember to bathe the thing in a little ice. Other than that, once you get past being a designer on a game and start leading some projects, running the show, and generally dropping down mana to your brethren, it's all about the best gloves to wear when you're power-shifting your M3.

Or not.



"I didn't know what I was doing in terms of making games, but i knew how to make software."

- Mark Skaggs
Vice-President of Westwood

Being a lead designer, an owner of a small company, or a general bigwig at a development house is (no surprise) much more work than you can probably imagine. In a perfect world, you'd be the idea man, the person who worked with the best minds in the business to bring your vision perfectly to the small screen. But even after you've made it, it looks like you've only just begun.

You have your own development house to think about, if you'll release on time to fit your schedules, and whether or not the game fits "your portfolio." You'll work with a publisher and their producers and executives, who may like your original idea but who may want some major changes made. For example, changing the giant nuclear weapon at the end of your game to a talking kitty. Rare's Dinosaur Planet is a great example of a parent company (Nintendo) taking an idea and reinventing it to serve their own time schedule, as well as their franchises. Gone is the N64 version with furry kids; hello GameCube version with Star Fox and friends in a prehistoric world. Johnny Drama for the Xbox is another example of a game company completely shelving an idea because, despite liking the concept, they didn't like where the actual game was going. Think the main mind behind Warcraft Adventures was happy his project was scrapped? Probably not. But it's all part of the game of running a development house or crafting your own game.

Plus, being a great artist, a developer, or even a lower-level designer doesn't necessarily guarantee that you'll ever find your ideas as the foundation of a major game. Like our previous article on being a game designer stated, everyone has ideas, and while yours may be the best, you might be the only one who thinks or knows it.

So how did some of today's big game creators end up where they are today? More importantly, how the hell do they keep their jobs? IGN has looked into the mystery because, frankly, we'd like to come to work in something that wasn't used to ship potatoes in Transylvania.

DREAM A LITTLE DREAM ::

Mark Skaggs, Vice-President of Westwood and a lead mind on games like Red Alert 2 and the upcoming Yuri's Revenge, almost stumbled into the gaming industry through the backdoor. Working with games wasn't even a thought until after college, when he had graduated with a Computer Engineering degree and had flirted with a career in music. "I started my own game company in 1993 after I finished my MBA," Skaggs says. "I didn't know what I was doing in terms of making games, but I knew how to make software." His fledgling company produced Gridders for the 3DO, a system that was the perfect opportunity to break into the console market if you were a new American developer. That is, until 3DO's console went bust.

For Scott Grieg, Director of Programming at BioWare, his dreams were of a much smaller nature, built back in the days "when entire games were created by a single individual." David Gaider, the Designer of the Baldur's Gate series, originally began in Hotel Management before finding himself in the videogame industry, where a hobby suddenly became a career. No ►

BREAKING INTO THE INDUSTRY

The Top Dog

one has the same path into the industry, but they are all connected in that they have a passion for their work.

BIG BREAK ::

Most game designers find themselves in the shoes of Grieg: designing small demos or shareware titles to illustrate their programming skills, thus getting the attention of developers the natural way. But that still doesn't explain how one leaps to the big time. It's easy to write it off as just being in the right place at the right time, but nothing is luck, and even timing is the instrument of hard work.

Gaider, for instance, had designed a play-by-mail hybrid game in his spare time that had about twenty people playing. "One of those players happened to be an artist here at BioWare," said Gaider. "When Ray and Greg told the staff they were looking for new designers, but ones that had designed something to completion, that player offered up my game as an example to Ray and Greg." Impressed with his work on the play-by-mail game, he was offered a job as a designer on the Baldur's Gate series. Skaggs' path was much more traditional. After 3DO's console went belly up, and his company had some tough times developing for Virgin, Skaggs had to close down his development house. He was brought into Virgin's internal design team, where Virgin lead to Westwood, and finally to EA.

Chris Avellone, Senior Designer at Black Isle Studios, worked for peanuts designing supplements for Hero Games' RPG Champions, but begged the company for regular work. "They traded me to the Interplay TSR division (called "Dragonplay" at the time) in exchange for \$300 worth of Interplay

software." At the time, Avellone had no idea how important that move would become, as Dragonplay eventually transformed into Black Isle. Now he works on Dark Alliance with Lead Designers Ryan Geithman and Ezra Dreisbach.

AT THE TOP ::

The first thing to realize when you think about the top is that it's rarely a dictatorship, and more often a crazy democracy. Even when you lead you have to answer to everyone, and you have a team to work with intimately. "One of the hardest lessons about game design is that you're working with a dozen to two dozen other designers, and everyone from the artists to the programmers to the producer needs to work together and pitch in to bring out the game's vision and fun factor," says Avellone.

"Games are far past the point where one or two people can direct every little detail on how things are supposed to be done," says Skaggs. "It takes a real team, and that means hiring great people that you can trust to do a great job." Sound a little less rockstar and a little more like being a manager? You're starting to get the picture of what it's really like to be at the top.

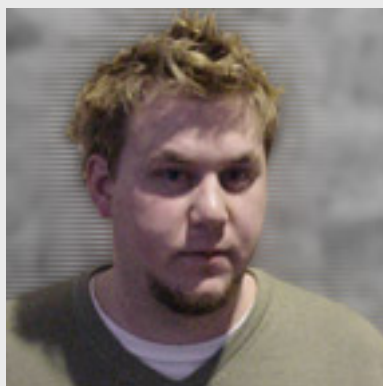
Besides, gusto and ego can only get you so far when you're working with a talented group of people – even if you are their superior. Says Skaggs, the pitfall for anyone "is the feeling that someone else is ruining their 'brilliant' ideas because they can't see past their own ego." Even the end is just the beginning – just ask Dave Hibbeln, Director of Art at BioWare, who says "the hardest lesson we have learned is that there is no top. There is always room for improvement, always a way to make it more fun." If you think Miyamoto got where he is today by resting on his past successes and leaving the details to his inferiors, than you've missed the key to being a good leader.

THE FIRST STEP ::

To get to the top you've got to have a vision and some great ideas; to stay at the top you're going to have to get on with a little more than your typing speed. "I think a person needs the right amount of knowledge and experience in software development, business, and people management," says Skaggs about running a game studio. "I'd definitely recommend that others develop their skills for managing people earlier in their careers than I did."

Education is key here, for more reasons than you think. Not only will you learn specific skills in college, but you'll also bone up on advanced social skills and persistence. Ray Muzyka, joint CEO of BioWare, is an ardent supporter of enlarged brain matter. "Education can demonstrate persistence and work ethic, and provide valuable experience that companies like BioWare will like to see before hiring," says Muzyka. Hiring, as we all know, leads to being hired, which in turn leads to something, which leads to the other thing, which leads to power and money. Last but not least, keep trying. This applies to washing cars, being President, and running a game project or company. "Persistence and enthusiasm mean a lot in the game industry, so if you get knocked down once, just get back up and try again," adds Avellone.

So there you have it. Like being a Director in Hollywood, everyone has a different story to tell as to how he or she made it into the industry and got to where he or she is today. No single story is complete, and no single story serves as the blueprint you should follow exactly, but it's a good start towards helping you to figure out what you want, when what you want is the top. – **Vincent Lopez ■**



Matt Casamassina

This Month in GameCube ::

Breathe. Space World 2001 is all over and we finally know what to expect of Nintendo's next-generation Mario and Zelda incarnations. We also know that Soul Calibur 2 is coming to GameCube.

So did the big show live up to the huge expectations? Quite honestly, the answer is yes and no. Master designer Shigeru Miyamoto delivered on his promise to show Mario and Zelda. We saw real-time footage of Metroid and 1080 Snowboarding. Sega announced Sonic the Hedgehog was GCN bound. But the major anticipated Japanese third-party support was virtually nonexistent at the event. No life-changing announcements from Konami; no Resident Evil 0 details from Capcom; no whispers of an Enix RPG – squat.

In the end Space World 2001 was a great show regardless because it was the arena for nearly finished GCN software, and our chance to really play some of it. Super Smash Bros. is a gift from the gods and Luigi's Mansion has never looked better. So sit back, grab something to drink and put your glasses on – we've got a lot to tell you about.

For more Cube news, reviews, previews, and more, visit <http://cube.ign.com>.



Feature Story ::

023 :: Space World 2001 Impressions

Also In This Issue ::

029 :: Feature - "The Hammer Beckons"

030 :: Previews



Preview :: Kirby Tilt 'n' Tumble

Use your Game Boy Advance to roll Kirby to-and-fro on your GameCube.



Preview :: Soul Calibur 2

Soul Calibur 2 will be going multi-platform, but GameCube's soul still burns.

Editor's Most Wanted ::

- 1 :: Legend of Zelda
- 2 :: Mario Sunshine
- 3 :: Super Smash Bros. Melee
- 4 :: Super Monkey Ball
- 5 :: Pikmin

Office Abuse ::

Matt plans to order an Xbox bundle from EB when he inherits a huge sum of cash for the down payment.



Nintendo[®] SPACE WORLD スペースワールド 2001

Space World 2001 Impressions ::

Matt and Fran go to Japan and all they brought you back was this lousy report on Space World.

Nintendo's 2001 Space World show took place from August 24 to August 26 in Tokyo, Japan. IGN sent GameCube editors Matt Casamassina and Fran Mirabella to cover the event along with Game Boy Advance writer Craig Harris. They went, they saw and they did not conquer. Following are Matt's impressions of what happened.

Flying. I don't like it. I never have. And when I learned that I would be sitting next to the detestable, cologne-bathed editor Fran Mirabella and within eyesight of the overgrown, cranky Craig Harris, I liked the thought even less. Still, I boarded the plane, absolutely intent on seeing and playing the latest and greatest GameCube offerings in Tokyo, Japan.

As it turned out, the flight wasn't so bad. Craig Harris moaned and whined for a short while about airplane food and being too crunched. But because I didn't sit directly next to him, I didn't have to hear it. And Fran – well, he wasn't terribly difficult to ignore.

Really, the only problem was that a typhoon had been roaring about Japan in the days leading up to our flight and, as we neared the Narita Airport, the sucker had decided to have a go with us. Luckily, the weather service had declassified the beast to a "tropical storm" but that didn't seem to stop it from banging our plane around like it was play toy. So sure, I might have urinated in my pants a little. Okay, a lot. All right – I had to call a clean-up crew! But in hindsight, who wouldn't have? I mean, except for everybody else on the plane, people were terrified; practically screaming for their lives, in fact.



We landed, I dried off in the bathroom and then we caught a bus to the New Otani Hotel in Makuhari. Nintendo would hold a Tokyo press event the next day and we had to prepare.

Fast forward. After a night of listening to Fran's uncaged snoring, I felt about ready to kill myself. We had caught a train to the "Tokyo Big Site" where Nintendo would unveil its latest plans for GameCube, not to mention never-before-seen footage of Mario Sunshine and Legend of Zelda. As you can imagine, we were hyped. Even Craig, who is usually angry about feeling happy. As we sat in line to get into the hour-long unveiling – the first ones I might note, and just did – we fiddled with our various forms of technologies, including digital cameras and mini-disc recorders, so that we would be ready to snap movies, screenshots and audio files.

After what seemed like an eternity, Nintendo opened the steel doors to an auditorium just beyond, and we rushed in greedily to grab the best seats and tripod positions for our cameras. ▶



Nintendo[®] SPACE WORLD 2001

Thousands of other nerds, geeks, and dweebs just like us piled in and filled up the auditorium. An eternity later, the lights dimmed, some surprisingly hip music started to thump and a gigantic screen placed conveniently in the center of the room lit up to display the GameCube logo. I checked my pants. No urination. Good.

Nintendo Co. Ltd.'s vice president Atsushi Asada took to the stage and began to outline plans for company's next-generation console. New colors; launch units; other various goodies. No mention of the delay in the US, though, conveniently. Afterward, the firm's general manager and director Satoru Iwata came out and displayed a quick preview of launch software, showing snippets of games such as Luigi's Mansion, Wave Race: Blue Storm, Pikmin and more. It was a quality montage of software gamers would be playing before the end of the year.



Next, designer Shigeru Miyamoto walked to the podium and detailed more about the launch software. He also spoke about Koro Koro Kirby (Kirby Tilt 'n' Tumble) for Game Boy Advance – and GameCube. This one came as a surprise. On the center screen we all watched as Kirby rolled around maze-like roadways in full polygonal 3D on GameCube hardware. Miyamoto explained that this version of the title could be played both on GameCube (using the Game Boy Advance as a controller) and Game Boy Advance separately, and demonstrated the procedure. Sure enough, certain parts of the game took place on GameCube and then the action switched to a Game Boy Advance screen and continued. As Miyamoto tilted the Game Boy Advance from left to right, up and down, the Kirby ball would roll and tumble around the 3D environment on GameCube, or the sprite-based one on Game Boy Advance. It was a surprise, and very impressive.

The GCN / GBA connection was further demonstrated with two different versions of Animal Forest Plus, one for the company's next-generation console and one for its handheld. Miyamoto smiled and explained that areas of the GameCube title could only be accessed through the Game Boy Advance version. He also showcased the ability to edit textures in the game on GCN or GBA. Considering that Animal Forest for N64 has always been an IGN favorite, this one was particularly exciting for me. The crowd present applauded politely. ▶





Nintendo[®] SPACE WORLD

スペースワールド 2001

Mario Sunshine ::

At last, Miyamoto said that at E3 2001 he had promised to show the GCN versions of Mario and Zelda at the Tokyo event, and that he would keep his promise. The lights faded and the center screen came to life with the first-ever footage of Mario Sunshine running on GameCube hardware. Mario looked intricately detailed, easily constructed of more polygons in a real-time environment than the N64 could have hoped to output without exploding. The mascot character flipped and jumped around an expansive 3D world effortlessly to the chime of the classic Mario music, which was updated and remixed. He scaled city-like houses and ran through grass areas, traveled down a ramp to a crate and turned around, and jumped happily from a rooftop. The plumber also met up with gigantic organic characters -- presumably bad guys.

Perhaps most tauntingly of interest, Mario wore something on his back -- a gadget so bafflingly off-the-wall that it everyone immediately wondered what it could be. In classic Nintendo form, Miyamoto refused to comment on its place in the game, and noted that it was a secret for a reason. The gadget looked like a drinking bird toy to me and I kept asking myself if Mario could use it in conjunction with various rainbow splotches that seemed to be splashed about the world demonstrated. Others came to the conclusion that the gadget was in fact a jetpack and used for flying. Either would suit my fancy quite nicely.

The visual style of Mario Sunshine came as somewhat of a disappointment to me. It looked like an update to Super Mario 64 -- the plumber in a bigger world. But the location, a city locale complete with suburb houses and shops, looked far too reminiscent of the Sonic the Hedgehog games for my total liking. The texture quality was also below my expectations, none too varied and not terribly detailed. On the other hand, Mario appeared and animated beautifully and everything ran at a silky smooth 60 frames per second. A Nintendo friend later noted that Miyamoto and EAD either work on graphics or gameplay first, they don't fully concentrate on both at the same time, so perhaps the division is still ironing out the mechanics in Mario Sunshine before it jumps completely into enhancing the graphics. And then again, perhaps not.

Now I didn't get to play Mario Sunshine -- nobody did. But the 45 seconds or so of it in action nailed one thing firmly into my mind: it's going to be a whole lot of fun. Just watching the Italian one flip and soar up onto rooftops, or kick from left to right on walls and climb upward got my spirits going. And that gadget on his back -- that "thing" -- I can't wait to use it, whatever it is.

A summer 2002 release is scheduled for this one in Japan and I know I'll be counting the days. ▶





Nintendo[®] SPACE WORLD 2001

The Legend of Zelda ::

"Surprise, surprise -- we took the Zelda you thought we were making and killed it. Now enjoy this creative new version. Link is a cartoony cardboard cut out and he's cel-shaded. We changed his age from in his late teens to five. You're okay with that, yes?"

When Miyamoto unveiled the new look of Zelda, I was stunned and quite honestly, disappointed. I may as well be honest about it. I wanted the Zelda first previewed at Space World 2000 complete with bad-ass Link, a dark and gritty look, and a huge, evil Ganondorf only outmatched in size by the enormous swords the two duelled with. I didn't want Power-Puff Link.

The technology powering this new GameCube Zelda was undeniably impressive, though. The cel-shading techniques used to outline characters and give them their cartoony appearance, whether it was a winking Link or seemingly illustrated smoke, were brilliant. The look put Sega's efforts with Jet Grind Radio to shame, no doubt.

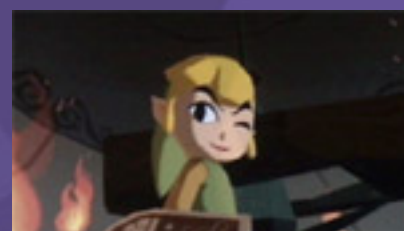
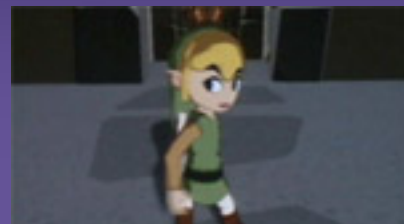
On top of that, character animation was stupendous. Link humorously tiptoed past enemies like Bugs Bunny and Elmer Fudd. The faces of enemy guards stretched and swayed with a rubber-like elasticity. An advanced facial animation system showcased the different emotions of the child hero from fear to happiness. When Link hit a guard with his sword, the foe would dance around in pain in a fashion obviously inspired by a Warner Bros. cartoon. The fluidity of the movements was flawless, to be sure, and an excellent demonstration of GameCube's power in the hands of the right development house -- and EAD is definitely that.

Further, the game featured amazing lighting and particle effects, from fairies that illuminated one half of the cel-shaded Link's face to sparks that scattered from swords as they clanked together. One area in the game highlighted Link as he hid in the darkness from a guard who held a lamp close by. The lamp only illuminated the immediate area, and it proved that advanced lighting will not be featured in the game as a simple cosmetic -- it will actually play into the play mechanics.

Judging by the footage presented, Zelda looked to play just as it did in Ocarina of Time and Majora's Mask for N64. Link could target and strafe around characters, and also jump over them. He could attack with his sword, or dodge and flip away. The movement was fast and friendly. I only wished I could control it all as it would have probably been amazing.

When the display was done, some scattered applause from the press on-hand. But it wasn't the usual roaring of Nintendo unveilings.

Legend of Zelda for GameCube is set for a 2002 release in Japan. ►





Nintendo[®] SPACE WORLD

スペースワールド 2001

The Rest ::

Satoru Iwata retook the stage to present some of GameCube's second- and third-party software. He rolled a reel complete with footage of Retro Studios' *Metroid Prime*, finally running in real-time. The game looked tasty, but we didn't see much -- about 10 seconds. In it, Samus ran through ambient 3D hallways and closed in areas illuminated often by flashing lights and, in some cases, occupied by grotesque alien enemies. The demo featured some particularly impressive lighting effects and ran with a top framerate, but left me hungering for more. Note: the visor view we reported about on the site was not shown, either because it hadn't been implemented yet (the footage is reportedly two months old) or because Retro had internally scrapped the idea.

For the first time ever Nintendo offered up footage of 1080 Snowboarding for GameCube. The demo -- a quick snippet -- only previewed what looked to be a remake of a level from the N64 original. Snowboarders raced down a mountain with clothes rippling in the wind. Side shots of the action featured lens flare angles of the sun. The framerate looked smooth, but I wasn't blown away by the quality of the textures or the size of the 3D courses. Had Nintendo showed the press more footage, I might have been.

More video for *Star Fox Adventures* was demonstrated here, along with new in-motion goods on Disney's Mickey Mouse. Both looked amazing. *Star Fox* in particular had seen vast improvements over the E3 2001 version previewed months before. The architecture of 3D levels was massively improved and texture quality upped significantly. Everything seemed more polished. But the framerate was still a little stubborn. Mickey featured superb animation, top character models and looked like a lot of fun. Strange nobody's making a bigger fuss about the promising title.

Super Monkey Ball and *Virtua Striker 3 Version 2002* from Sega were shown. But the company also debuted *Sonic Adventure 2* for GameCube on video here, and it looked eerily like the Dreamcast version.

At this, the announcements of the pre-show event were over. Nintendo left everyone to enjoy an hour with several of the games that would be on the floor in Makuhari the next day, and we gathered our stuff to begin playing. As I did, I thought hard about *Zelda*. I wondered why Miyamoto would change the game, especially after the reception it had gotten a year before. I wondered how long it would be before the Internet newsgroups exploded with different opinions about the change. And I thought, what an amazing technical achievement -- but why wasn't it applied to *Mario Sunshine* instead? Certainly the cute platformer was more suited to the style.

The Show Begins ::

We were supposed to have an hour with the games after the presentation, but Fran, Craig and myself were pretty well booked interviewing Nintendo people, or scratching ourselves. So we didn't get to play much until the next day. ▶



BEST GRAPHICS OF THE SHOW

1. Legend of Zelda:

Like the style or not, the technology was amazing.

2. Star Fox Adventures: Dinosaur Planet:

Whoa! Did Rare hire 100 new texture artists since E3?

3. Wave Race: Blue Storm:

Get a load of those gigantic waves and reflections!

4. Super Smash Bros. Melee:

So many high-polygon models and no noticeable drop in framerate.

5. Eternal Darkness:

Dark and beautiful, this game's realistic look has to be seen to be believed.

SURPRISES OF THE SHOW

1. Legend of Zelda's makeover

2. Koro Koro Kirby GCN and its GBA connection

3. Soul Calibur 2

4. Nintendo's Spice and Jet Black GameCube console colors

5. The GameCube delay to November 18 in the US



Nintendo[®] SPACE WORLD スペースワールド 2001

After another night of incredible snoring, this time Craig's, we made our way over to the Makuhari Messe to play the lineup at Nintendo's press day. Luckily Craig's horrific nose-noise didn't wake us, as both Fran and I stayed up all night writing about the previous day's affairs. We were tired and zombie-like – the perfect state to play lots of GameCube titles.

The Makuhari event housed some several hundred kiosks with playable GameCube software. Some we'd seen. Others we hadn't. We were immediately drawn to Wave Race: Blue Storm and Luigi's Mansion. Drooling, we walked one step at a time, sometimes stumbling like the undead, toward the kiosks. And the playing began.

Compared to the press event, the show was a bit of a downer. No real surprises. But most of the software on hand had a polished, nearly complete feel to it, a trait that comes in very handy when you're planning to launch a console a short while later. Since we've already summed up everything on our IGNcube site, I've just listed my personal favorites below:

Super Smash Bros. Melee ::

Fast, furious and beautiful, HAL's mascot-based fighter was the epitome of multiplayer fun. Lines of people crowded the Makuhari Messe to play this one for good reason, it's amazingly fun. I repeatedly picked Pikachu and kicked Fran's Captain Falcon to the curb. Or was it the other way around? I forgot.

Wave Race: Blue Storm ::

Uh, whoa? Anybody? Internet newsgroup posters can argue that PlayStation 2's Wave Rally or Xbox's Blood Wake have better graphics all they want – neither has the realistic wave physics of NST's title. Bouncing off wakes, and crashing onto gigantic, rolling waves with photo-realistic reflections never looked better so far as I'm concerned. And the play control was spot-on with the N64 version.

Super Monkey Ball ::

Sleeper hit all over it. This wasn't just an arcade port. Sega took the time to add in a bunch of exclusive new modes to the GameCube version, and spruced up the graphics a bit too. The result was an addictive, brilliantly fun multiplayer game that was unequaled in its simplicity and intuitive design.

Star Fox Adventures: Dinosaur Planet ::

What a difference a few months can make. The E3 2001 version of this game looked to be barely running on GameCube, but the updated rev was purring nicely and with updated visuals to boot. The classic Star Fox shooting levels returned complete with massive, hurling asteroids and lighting effects so dazzling that Fran fell to the floor in a seizure twice at the sight of them.

Luigi's Mansion ::

Miyamoto's "flagship" title made marginal improvements over the E3 version presented months ago. The two-stick control system again took some getting used to, and it seemed very unlike Nintendo, but once I got going with it I was hooked. Extraordinary lighting effects go a long way to create a spooky atmosphere – and I'm intrigued by this game's still-many secrets.



Weirdest Items at the Show :

1. Rune: "What the heck do I do?"
2. Panasonic "Mermaid" GameCube DVD-player: "Never coming out in the US."
3. NCL president Hiroshi Yamauchi walking the show floor surrounded by an entourage
4. The Hamutaro Guy: "What the-?"
5. Lines to play Universal Studios

Sentences Most Often Said by Fran During the Show :

1. "I'm going to be at the Super Smash Bros. Melee booth."
2. "I'm not filming Universal Studios. You do it!"
3. "I kind of like the Legend of Zelda's new look."
4. "You played Rune and I have to write impressions for it?"
5. "Is Craig ever going to shower?"

– Matt Casamassina ■



THE HAMMER BECKONS ::

Find out what the Super Smash Bros. Melee tournament was all about at this year's Space World show.

One of Nintendo's most important GameCube titles at Space World 2001 was *Super Smash Bros. Melee*. Knowing that the multiplayer-centric game would draw an unbelievable crowd, Nintendo opted to hold another Smash Bros. tournament as it did in 1999 with the N64 version. Where most other GameCube software had anywhere from six to 20 kiosks dedicated to them, *Super Smash Bros. Melee* had well over 30 (perhaps 40) televisions to accommodate tournament and eager general attendees. Its presence was loud and remarkable, a perfect complement to the frantic style gameplay of SSB Melee. At varying intervals you could hear the unforgiving sounds of the Hammer item echoing from loudspeakers throughout the entire showfloor. It was a sound that no self-respecting *Super Smash Bros.* fan could resist. That being the case, IGNcube's own Fran Mirabella hopped in the rather lengthy line when the ringing of the Hammer beckoned to him.

Standing in line was similar to waiting in line for a rollercoaster at a theme park. The original *Super Smash Bros.* sold about five million copies on the N64, and it's quite possible every one of those owners were standing in line. Okay maybe there weren't that many, but the wait ranged from one to one-and-a-half hours to play a two-minute round of SSB Melee. The tournament was broken up into four stages of progression. The first stage consisted of eight kiosks of four-player matches, thus accommodating 32 players at once. The eight first place winners moved on to the second stage, which consisted of two kiosks of four-player matches. This produced two more first place winners who faced off in a two-player match on a dedicated stage with a big screen television hanging overhead for attendees to watch.

The winner of this match was awarded a *Smash Bros. Melee* tote bag, and moved on to the final round that was held a few hours later on the main stage, with seating for attendants. Here all the winners of the first three stages converged for total melee. Exactly how the battles were organized is a bit of a mystery, but since there was an undeterminable number of winners matches were split up in any way to accommodate players. The last man or woman standing won the grand prize: a GameCube and a copy of *Super Smash Bros. Melee* when they are released.

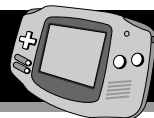
Unfortunately, Fran Mirabella's attempts to represent the Americas ended in the second round. He triumphed above the rest in the first round with Link. When he got to the second round a Japanese coordinator pointed to several things on the screen, confusing the wide-eyed gaijin. He quickly chose Link again and placed the controller back in its holder. Noticing that there were a total of three Links chosen for the battle, Mr. Mirabella was tempted to choose another fighter. However, intimidated by the foreign coordinator Fran avoided looking like a fool and left Link alone. The match began and just as suspected total mayhem ensued. Three flavors of Link were spinning, jabbing, and scattling everywhere. Mario, the only non-duplicated fighter of the match, took first place.

A sad sight indeed, but the tournament itself was a huge success. Some attendees waited in line two or three times to fight for their GameCube and complimentary copy of SSB Melee. Those interested in such tournaments will be happy to know that *Super Smash Bros. Melee* has a built-in tournament mode, complete with customizable names and mode settings. A word of advice: when the Hammer beckons to you, don't resist the temptation. *Super Smash Bros. Melee* is a knockout. With any luck, Nintendo of America will take their queue and hold similar events at colleges across the nation. — **Matt Casamassina** ■

SUPER SMASH BROS. Melee



Release :: TBA 2002



Craig Harris

This Month in Handhelds ::

Greetings from Row 51, Seat K. As I write this I'm a half a bazillion feet in the air on a 747 heading for Tokyo, en route to the big Nintendo show known as Space World. Of course, by the time you read this the show will have ended.

This snippet will be my outlet to predict what handheld related things I expect to see in the next couple of days...and whether I'm wrong or right, this will end up in print.

I predict that Pokemon GBA will make a showing, and what's more, they will use this game to show off the GBA/GameCube link function. I predict that Nintendo will also have a peripheral that will enable Game Boy Advance to read and write onto SD cards I predict Nintendo will reveal a way to use the Game Boy Advance system in a way that nobody expected.

But most of all, I expect to see several dozen games of the "fruity" nature, and at least two of them will feature a hamster.

How'd I do?

For more handhelds news, reviews, previews, and more, visit <http://pocket.ign.com>.

GAME BOY ADVANCE



Feature Story ::

032 :: Space World: Game Boy Advance

Also In This Issue ::

035 :: Previews

Editor's Most Wanted ::

- 1 ::** An exit row seat for my giraffe legs
- 2 ::** Snack packages that weigh more than a hummingbird
- 3 ::** Airline headphones that actually work
- 4 ::** In-flight movies that don't suck
- 5 ::** Transporter technology



Preview :: Crash Bandicoot X/S

The PlayStation marsupial gets a pouch-sized adventure for 2002 on the Game Boy Advance.

Office Abuse ::

Craig has used his Game Boy and left on his cellphone during taxi, take-off, and landing. Shhhh!!



by Craig Harris

The GameCube wasn't the only big deal at Space World this year...check out the portable side of the fence.

Space World was obviously a show for GameCube fans judging from the excitement, but there were as many as 50 Game Boy Advance titles on the show floor this year...so anyone looking for a little portable entertainment didn't walk away disappointed. Almost.

Poke-Free ::

One of the biggest disappointments was the distinct lack of Pokémon, or rather, the lack of the Pokémon sequel to the Game Boy/Game Boy Color role-playing game. Nintendo has promised a 2002 release for the title, but the Pokémon GBA title was a no-show.

Instead, Nintendo showed off, for the third time this year, the Pokémon E-Card mini-game cartridge. This massive cartridge plugs into the Game Boy Advance, and collectors of the Pokémon trading cards can scan special barcodes at the bottom and sides to activate minigames hidden within the game pak. Some minigames will appear with one card, but several will require multiple cards to unlock – making kids head out to the store to buy a huge load of cards to uncover that certain special one. The unit will have a release this year in Japan, but in the States, there is no set date.

Bye-Bye Game Boy Color ::

This show will be the last appearance of the Game Boy Color system, as it steps aside for the Game Boy Advance and its more powerful hardware. Not a single game out of the ten titles that were shown at the show will see a release in the US, though – except for maybe the Singer IZEK Sewing Machine that uses the Game Boy Color system to reproduce digital characters as stitches on fabrics. No joke!

Fighters A-plenty ::

All over the show floor, you couldn't throw a punch without hitting a 2D fighter on the Game Boy Advance. It

seems that developers have discovered that the Game Boy Advance's hardware is extremely well suited for old-school fighting games...and every single one of these titles will support the link cable so that two players can enter a battle together.

Tekken Advance :: This wasn't a surprise in any sense, but it was definitely the game to see on the Game Boy Advance. Namco has taken several of its fighters and reduced them to 2D renders. The game looks and plays as much like the PlayStation fighter as is possible on the handheld hardware. Very cool – and we should be seeing the final product by year's end.



Street Fighter Alpha 3 :: UK Developer Crawfish Interactive was responsible for the conversion of the original Street Fighter Alpha for the Game Boy Color, and for what the system could pull off, that game was pretty darn good. With the more advanced hardware of the GBA, we can have higher quality sprites and backgrounds, and we're going to get two player link cable support. Crawfish even promises a single cartridge multiplayer option in the game when it's finished at the end of this year. ▶



SPACE WORLD GAME BOY ADVANCE



King of Fighters :: If you're a fan of the old SNK NeoGeo arcade games, you'll find that the Game Boy Advance system is a perfect outlet for those games – Japanese developer Marvelous Entertainment has been hard at work making the first portable version of the series since SNK's own King of Fighters release on the NeoGeo Pocket Color. But this time, no super-deformed characters!

Familiar Faces ::

The remakes are back – it's no secret that the Game Boy Advance is going to be a system with tons of old licenses reborn into handheld form, and at Space World there were a handful of déjà vu type games in the works for the Nintendo portable.



Super Mario Advance 2 :: Nintendo's next Super Mario game for the Game Boy Advance is another conversion of a classic Mario game...this time, the company digs into its library and pulls up the very first game released on the Super NES system: Super Mario World. The version for the GBA is a pixel-perfect rendition, with new speech samples during the action. And, for some odd reason, the same multiplayer game that was included in the original Super Mario Advance is in the sequel. Huh?



Guilty Gear X :: This game was the earliest of the bunch, but Guilty Gear X is also looking quite cool on the Game Boy Advance. Sammy has an arcade, a Dreamcast, and a PlayStation 2 version of this fighter under its belt, and the portable version, while having very tiny characters, flows just as smooth and dynamically as its bigger brothers.



SPACE WORLD GAME BOY ADVANCE

Sonic the Hedgehog Advance :: With Sega going multiplatform, the company mascot is making the leap to the first videogame handheld since the Game Gear. Sonic the Hedgehog Advance is built off the original Genesis version's side-scrolling design, but this game is a complete original – you can even play as Tails, Knuckles, or Amy in any of the game levels...and each of the characters has his or her own special way to control and play.



Gradius Generations :: The classic shooter from Konami is getting shrunk down for play on the Game Boy Advance later this year from Mobile 21 – it's an old-school shooter where you'll have to survive level after level of enemy assaults, all the while picking up power-ups to increase the offensive and defensive capabilities of your ship. The game is an original design but borrows heavily from the overall Gradius design from the arcade, NES and Super NES games...and the portable version takes advantage of the GBA's sprite scaling and rotating abilities for some excellent-looking special effects.



GBA Sequels ::

Some pre-existing titles on the Game Boy Advance were popular enough to get a follow-up on the system. There were a handful of games that could be considered "sequels" for fans that picked up the original game on the handheld.

Advance Rally :: Fans of GT Advance are going to like MTO's follow-up on the Game Boy Advance, an off-road Rally game that uses an enhanced version of the original game's engine. It has been upgraded in graphically, as the ground will now rise and fall simulating hills and jumps, all while keeping a super fast speed and a high framerate. No US release has been announced, but it looks good enough to grab right now.



Breath of Fire II :: The original game in portable form hasn't even made it to these shores yet, but Capcom is almost finished with the second game in its SNES RPG series. Like the first title, Breath of Fire II is to be as close to the original SNES game as possible, with only a tweak here and there in the graphics and gameplay department.

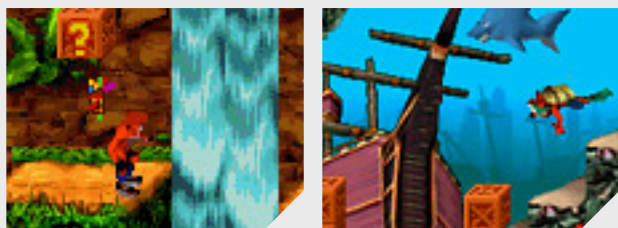




GBA :: Preview

CRASH BANDICOOT X/S

The PlayStation marsupial gets a pouch-sized adventure for 2002 on the Game Boy Advance.



Imagine a world, shrunk down to the size of a grapefruit...while you're still on it. That's exactly what's happened to Crash Bandicoot in his first handheld adventure -- the poor marsupial is barely the size of an atom now thanks to a weapon of Dr. Cortex, and if Crash ever wants to reach the top shelf again he's going to have to do some serious planet saving.

This is also the bandicoot's first non-Sony game, and Universal Interactive has recruited the help of key Game Boy Advance developer Vicarious Visions to help bring Crash Bandicoot to the world of the portable. And even though the system is far from 3D, the handheld development team is doing everything in its power to convert the PlayStation gameplay as accurately as possible on the very-capable, but less-powerful Game Boy Advance hardware.

If you did it on the PlayStation, chances are you'll do it on the Game Boy Advance. The final version will have at least five different worlds with nearly 30 levels to complete -- we're looking at a dozen hours of gameplay time...if you complete the adventure with the bare minimum. But if you're looking to complete the game with all tasks finished, better set aside a few weekends.

The game won't be ready to go until after Christmas. This will be a springtime adventure, hitting shelves in early 2002. -- **Craig Harris** ■

Details ::

Publisher :: Universal

Developer :: Vicarious Visions

Genre :: Platform

Players :: 1

Release :: Q1 2002

GBA :: Preview

SPYRO THE DRAGON: SEASON OF ICE

He's purple, and he's a lizard... but he ain't no Barney.



The bandicoot's not the only Sony character that's exploding out of the console scene, as the purple lizard Spyro is also making the leap from the PlayStation-exclusive slot onto the Nintendo portable. But this dragon's trip to the handheld will happen much earlier than Crash's, as we'll be playing around with portable Spyro as early as the end of this month.

Like Crash Bandicoot, Spyro the Dragon: Season of Ice is a 2D-ized rendition of the familiar gameplay from the PlayStation games released over the past few years. But Digital Eclipse is handling this conversion, and the team has opted for a more 3D-friendly isometric perspective. This means that the levels have been rendered at an angle and slightly overhead so that the player can move side to side as well as up and down in an environment that doesn't require a whole lot of horsepower to generate the 3D-style graphics.

The tasks will be very similar from the PlayStation games, as Spyro will have to traverse several different levels, doing things like igniting lighthouses and rescuing trapped fairies. Do well, and you'll unlock extra mini-game levels such as a behind-the-tail gliding challenge and an overhead Gauntlet game that features Spyro's dragonfly buddy Sparx. And thanks to the addition of a battery, everything you do will be recorded permanently so you can turn off the game to give your claws a break.

Keep an eye out for a review of this game on IGNpocket soon. -- **Craig Harris** ■

Details ::

Publisher :: Universal

Developer :: Digital Eclipse

Genre :: Platform

Players :: 1

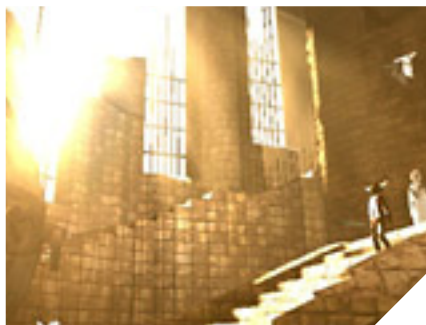
Release :: Fall 2001

**David Smith****This Month in PlayStation 2 ::**

The hideous blitz of PS2 software begins this fall, and fall starts in September, so we should be inundated with games to play right about...now. The sports games started a couple of weeks ago, the racing games are already coming out our ears, and soon there's going to be a day when Soul Reaver 2, Silent Hill 2, and ICO all ship at once. Gack. It's nice to have options, but somebody neglected to tell Sony about the value of moderation.

It's a job, a job...but it would be nice to see a break before the end of the year. You're probably playing the Devil May Cry demo now (hopefully after throwing Code Veronica in the bin where it belongs), and that comes in just a month, with games like Capcom Vs. SNK 2, Guilty Gear X, and Okage to tide you over in between. Christmas will represent a well-deserved rest for us and a nice spot of time for you to play the games that have backed up through the fall. Have a merry one in advance.

For PS2 news, reviews, previews and more visit
<http://ps2.ign.com>.

**Feature Story ::****037 :: The Origins of Jak and Daxter****Also In This Issue ::****041 :: Previews****042 :: Reviews****Review :: ICO**

Sony delivers one of the purest and most engulfing adventure games of all time.

**Preview :: NFL 2K2**

Sega enters into the crowded PS2 football market with an instant contender.

Editor's Most Wanted ::

- 1 :: Metal Gear Solid 2
- 2 :: Devil May Cry
- 3 :: Capcom Vs SNK
- 4 :: ICO
- 5 :: A decent night's sleep

Office Abuse ::

David Smith has been voted the worst mod on the boards by a 102% margin.



IGN's Doug Perry sits down with Naughty Dog's founders Jason Rubin and Andy Gavin to discuss the origins, influences, and creation of the company's newest game.

The Origins of Jak and Daxter ::

IGN: What were some of the big influences on the character design for Jak and Daxter?

Jason Rubin: Well, once we were done with the Crash Bandicoot series, we said, "what have we done right and what did we done wrong?" And one of the things that we had done wrong was we created a character that was great for the United States, but wasn't really a great worldwide character. And because of Sony's incredible marketing efforts worldwide, it did very well worldwide. But we didn't want to put them through the same strains, so we said, "where has the art world gone in the gaming market place during this period?" We realized that over the last five years, things have changed drastically in terms of American appreciation of Eastern anime, manga, and that kind of stuff. It's become much more prevalent, both in releases in the theater, the first run movie Princess Mononoke, Ghost in the Shell, to the fact that Cartoon Network is playing anime all the time. So we started out to create a character that had both some of Disney's stylings, which is what we would have done in the past, but also had some of the Hayao Miyazaki's stylings from Japan.

IGN: What kind of arguments or discussions did you have that helped shape Jak and Daxter? Did you lean more toward anime in the beginning or did you have a Western feel for it? What were some of the turning points that helped decide their final look? Because Jak is clearly not human, he's kind of an elfish-looking thing. Daxter's what you'd call an uh...

Jason Rubin: Otzel.

IGN: An Otzel, right, a combination otter and weasel. (Laughter)

Andy Gavin: The whole human or humanoid versus animal was a big kind of arguing point; people had different opinions, and we passed that one back and forth a lot.

Jason Rubin: We wanted to create a character that would appeal to the slightly older audience but at the same time not abandon the younger audience that has made us do so well with Crash. We still wanted it to have an interesting silhouette, face-wise. Interesting clothing. Something that was very different than what you would see in a normal human game because I think that an 8-12 year old looks at a human character and they don't identify it with the same way they do as an animal. And that maybe is why we have one of each, because we ended up with a situation where we want to please both types of gamer.

Influences on Game Design ::

IGN: So, you've obviously played a ton of platform games, lots of old arcade games. You guys grew up on the Apple II and all the old systems. What are some of your individual favorite games that you felt like influenced the creation of this game?

Jason Rubin: Well, this is probably a mixture between Crash, which was a descendent of Donkey Kong Country, 16-bit Mario and Sonic. Probably those three mixed together with a lot of Donkey Kong in there, if you look at it the way it's set up...and Zelda. So you know it's got the Mario in there, it's got the Zelda in there, it's got the Crash in there. There's a little bit of Final Fantasy in there, too, there's a little bit of that awe-inspiring world thing that we're trying to do. Where Zelda, it never really tried to inspire...it's never a visually awe-inspiring world. It's like, hey, there's the stable, there's the field. They'd never do that in Final Fantasy. It would be a stable, floating from giant balloons with giant birds swinging around, you know. They always have to go that far beyond what rationally ►



INTERVIEW Cont...

would happen. There's a little of that in this game.

Andy Gavin: Zelda's innovation has never been in feel...

Jason Rubin: Or art.

Andy Gavin: Yeah, but it was in bringing more of an action sense to the RPG genre.

IGN: Yeah, definitely. Andy, would you add anything?

Andy Gavin: Personally? The process for me is huge. You know, I'm a giant 8- and 16-bit side-scrolling action fan. Games like Ghouls 'n Ghost, Shinobi, and Mario, Sonic, and oh, Castlevania! I basically played on the NES and liked anything that scrolled to the right and had action, that's what I liked to play. I really liked Mickey Mouse: Castle of Illusion, too. Games like that, and elements from games like that, led into the feel of the whole Crash series.

Eliminating Load Times ::

IGN: How did you design your levels? Did you have to work hard to fit the game into a small amount of RAM? Are you concerned about load times?

Jason Rubin: I actually tried to get Crash 2 to have no load times. So this has been, as Andy said, my kick for the last four or five years. Then, we couldn't do it. The PlayStation didn't have the capabilities. So we tried with Crash 3 and we didn't do it. CTR actually started out with the idea that you'd drive from the hub to the track. That was the goal. You know it's one of those things where you have to drop something, so we dropped that. With this game we went in with the understanding that that was the thing that was never going to be dropped. This was going to be one big world. And then we were going to do everything in our power to do it and thankfully the system can handle it for the first time. too. Games like that, and elements from games like that, led into the feel of the whole Crash series.

IGN: But in regard to designing the levels, did you design the levels first and then just say, "OK, this is what we need the PlayStation 2 to do"?

Jason Rubin: We started with the village and then you start tacking things on to the village. And as you keep going they have to work with each other. And you have to continually think, "If I can get to the top of the tower, I can see the whole world. How am I going to be handling that? If I'm in a snowing mountain, I'm up high enough I

can look back to the first village. How am I going to handle that?" So, so long it's an underground cave or something you don't have to worry about it. There's a doorway, you go in and then there's no worrying about anything else.

Hardware Obstacles ::

IGN: What would you say are some of the biggest technical problems on the PS2 that you're overcoming in Jak and Daxter?

Jason Rubin: I think it's the same problem everybody else has with all systems. I mean we're overcoming memory issues, whether or not you're 40MB, which is effectively what the PS2 has, and after you add up all the little pieces you're at 64MB. We're not talking about a five-time memory advantage that the Xbox has. We're talking about, you know, a few more megs. We're always going to have memory issues, so we're overcoming those. We're overcoming the data management issue of how do you get 50 million polygons to 100 million polygons worth of background geometry, modeled, and actually textured and lit and actually in the game. That's a much bigger task than dealing with a small amount of texture RAM. That problem is gone in like, you know, a week or two weeks of work. So, I'd easily have the hardware be five times harder if we can make the actual game itself half as easy; you know, half as hard to make. It just doesn't work that way unfortunately, the game itself is far harder than the hardware. So we've overcome the standard slew of issues, but I don't think those are any different issues than you're going to have on any other hardware.

Does Jak and Daxter break new ground? ::

IGN: In Jak and Daxter, do you think you're breaking any new gameplay ground?

Jason Rubin: I think we are. For the first time we have an action game that has a plot, a story, and a feeling of adventure. And that's why I think for the first time you can call this an action-adventure game as opposed to an action-platform game or an adventure game. I think that it's got a lot of Zelda in it, but at the same time it still has the Crash and Mario in it. So I really do think it's new.

Andy Gavin: It has a sort of free-running adventure world where it's actually fairly action packed. It's not like you wander across an empty plain for 15 minutes looking for the one person. ▶



INTERVIEW Cont...

IGN: So would you say you're doing something different in terms of blending genres, rather than inventing a brand new game mechanic or concept?

Jason Rubin: No, this is not a whole new type of game. It's not like, "oh for the first time we have Wolfenstein 3D and we've never seen Berserk in 3D before." Which is, in effect, what that was.

Andy Gavin: But of course Wolfenstein 3D still is Berserk.

Jason Rubin: Yea, but it was in 3D. It's not like that; it is absolutely an evolution. But I think from an emotional standpoint, when a game player gets down in a chair and plays this game, he's going to have more attachment to this game than he does to a Crash game when he gets up and says, "OK, I solved it, I don't know why, but I got through all the levels because there was no plot, and I've never really felt any attachment with anything but the fact that I'm achieving a level crawl." And I think it's more than sitting down and playing Zelda and saying, "OK, I've put in the time to crawl across the world and talk to the right guys at the end of each field." But, with the two of them together, I've gotten something story-wise out of it, I've gone across a massive world, I've gotten everything I got out of Zelda. But at the same point, I had some sweaty palm moments in there – some Crash Bandicoot, some Mario platform jumping. At the end of the day, when players finish this game, they'll hopefully say, "whew, that was a game." So this is something new.

Andy Gavin: And in Jak and Daxter there's a real sense of being able to actually change the world. The world remembers what you do, like when you line up those mirrors and stop the lurker machine. You can see, from a distance, the mirrors are lined up and glowing and the windmill is turning and the lurker machine is stopped and that's changed. The lurker machine doesn't start up again.

What about Daxter? ::

IGN: You know, I'm going to have to ask you a question you've probably already been asked. It's something that I felt strongly about, too: I really want to control Daxter. So, two questions: Why can't I play Daxter? And two, if the goal, in part, is to turn Daxter back into an elfling humanoid, then how have you set yourself up for a potential sequel if the little cute guy is a humanoid?

Jason Rubin: I can answer in a reverse order, that end part we can't talk about yet...you'll have to get to the end of

the game to find out what happens there. And the question whether we do a sequel is not based on whether or not we make plot holes we can fill so much as it depends on whether gamers like the game. We're going to make a sequel one way or the other. Daxter can fall in the pit again if he has to.

Andy Gavin: There can always be Jak and Daxter 2: Daxters' Revenge. (Laughs)

Jason Rubin: In terms of playing as Daxter, we definitely wanted to create the feeling that you were Jak and get you involved in that. And switching characters is a neat thing, yes, I'm sure that Daxter has other abilities. But so does the Flut Flut and so do the flying vehicles, so in a sense, Daxter would become a vehicle. On a couple of levels you can raise his stats or we switched him for a Flut Flut and a vehicle. But we want Daxter to be the witty sidekick. We didn't want him to be playable. In the future, who knows, maybe that changes. Maybe it's, you know, Jak and Daxter 2: Daxter Alone. You know, Jak is kidnapped and it's Daxter racing to get him. Fine, that game would be about that story. This game was not about playing Daxter, it's about playing Jak.

IGN: Right. And I understand that you've explained why. But at the same time, I still have this desire to play Daxter, and it's because...

Andy Gavin: He's cute and lovable.

Jason Rubin: One of our goals was to get Daxter to jump off you and run around on his own a little. And I don't know if we're going to run out of time before that happens. But if that did happen, then one of the things was when he's talking and you kick him then he'd stop talking.

IGN: That would be really cool.

Jason Rubin: Yes, we have some ideas. That's not playing Daxter, but that's in Daxter's personality model for this game. Whether or not it happens in a lot of ways relates to how much time we have.

IGN: The other thing that I thought would be interesting is, and I'm sure you guys have flushed this out a million times, is to perhaps use Daxter in ways that can help you.

Jason Rubin: That's the Banjo-Kazooie model in a lot of ways and our theory was – if the character needs the move you give it to Jak because Jak is supposed to be able to do ►



THE JAK AND DAXTER

INTERVIEW Cont...

it all. So having Daxter help him is effectively giving Jak the ability and you're still controlling Jak.

Andy Gavin: Daxter is there for emotional support.

Jason Rubin: Right. Daxter's not a fighter, he's a lover.

IGN: (Laugh)

Jason Rubin: So we can't get him involved in this.

Andy Gavin: Daxter is also a total wuss. He talks big, but he's a total wuss.

IGN: Oh really?

Jason Rubin: That comes across as the game progresses and he tries to stay back from fighting the ogre and hanging out with Kerra. More on that later...

IGN: OK, well, thanks for your time and good luck on the game! ■

Interview by
Douglass C. Perry



THE DOG'S NAUGHTY PAST

Naughty Dog is in many ways a quintessential American developer. Now more than 40 people strong, the popular creator of Crash Bandicoot series and games such as Way of the Warrior and Ski Crazed, is now hard at work on its new PlayStation 2 title, Jak and Daxter.



Here's a little background on Naughty Dog: Founded in 1986 by Andy Gavin and Jason Rubin, Naughty Dog comprised 16 people, but was called JAM Software, a name that tried to evoke the hip '80s, Vans, OP trends of the day. Published by Baudville, Ski Crazed (a skiing game) and Dreamzone (a graphic adventure) were the companies earliest ventures into the videogame market. Rubin and Gavin created their first game while they were in their teens, and while attending high school.

Two games later, Naughty Dog was still not quite a household name. But after their "big" debut on 3DO with the FMV fighting game, Way of the Warrior, Naughty Dog hooked up with Mark Cerny and Universal and created Crash Bandicoot. From there, it all kind of fell into place. There's so much more to Naughty Dog's particular success story, so if you want to find more go to www.naughtydog.com.

Pre-Crash Games:

Ski Crazed (Apple)[, 1986)
Dream Zone (PC, Apple)[GS, Amiga, Atari ST, 1987)
Keef the Thief (PC, Apple)[GS, Amiga, Atari ST, 1989)
Rings of Power (Genesis, 1992)
Way of the Warrior (3DO, 1994)

The Crash Bandicoot series:

Crash Bandicoot
Crash Bandicoot 2: Cortex Strikes Back
Crash Bandicoot Warped
Crash Team Racing

The Post Crash years:

Jak and Daxter (Due in December 2001)



PlayStation2 :: Preview

NFL 2K2

Sega enters into the crowded PS2 football market with an instant contender.



The big NFL 2K versus Madden debate will finally take place on equal ground this year since Sega will no longer have to make due with the Dreamcast while EA has the power of the PS2 on its side. NFL 2K2 will be the first Sega-published title to see a release on a next-generation console when it hits store shelves later this year.

From the looks of it, Sega and developer Visual Concepts have experienced little to no problems with the infamously "difficult to program for" PS2 hardware. The game is already up and running on the console and is a marked graphical improvement over its Dreamcast brethren, sporting better textures, new player and sideline animations, detailed and emotion-conveying facial expressions, and natural stadium lighting that casts shadows onto the players.

2K2 also sports numerous gameplay enhancements that will help it give Madden a run for its money. For one, the issue of coming to a complete standstill if you hit the back of a lineman has been addressed by the addition of new "shove" or "get skinny" animations that will have the ball carrier either push off of the lineman or turn his shoulders automatically to try to get by.

Other highlights include new commentary that actually tracks and comments on what's happened previously in the game, improved handling of spin moves and stiff arms, and an advanced play calling system that gives the player more control over the plays.

Sega is looking to make it big as a system agnostic publisher, and 2K2 is shaping up to be a great choice for its flagship title. Madden better watch his back.

— Dave Zdyrko ■

Details ::

Publisher :: Sega

Developer :: Visual Concepts

Genre :: Sports

Players :: 4

Release :: Fall 2001

PlayStation2 :: Preview

DEAD TO RIGHTS

Fusing hardcore action movies with games, Namco's newest game delivers gun-pumping, non-stop action.



At this very moment Namco is building what may be one of the most influential action games on PS2. In development at Namco Hometek – not the group that's responsible for games such as Time Crisis and Ace Combat – Dead to Rights' feel is familiar, but its origins are far from standard. Heavily influenced by movies such as John Woo's The Killer and Hard Boiled, Dead to Rights reinvents modern gun fighting on a console.

Following the story of Jack Slate, a cop who has been framed for murder and escapes from prison, Dead to Rights sets up a classic suspense storyline. Searching to uncover the person who killed his father and set him up, Slate uncovers the truth in an action/adventure-style game that unfolds similarly to The Fugitive.

Focusing on weapon-based gameplay that implements a targeting system capable of switching targets while players jump through the air, Dead to Rights is also a fiercely strong hand-to-hand combat game. Players can strafe and shoot in a 3D environment with the ability to target specific parts of the body while moving. They can disarm an enemy and then use the butt of the gun to dust him or her, or simply blow the enemy's face off with a reverse shotgun blast. Yow.

Due in 2002, this is a game to watch out for. Mark our words.

— Doug Perry ■

Details ::

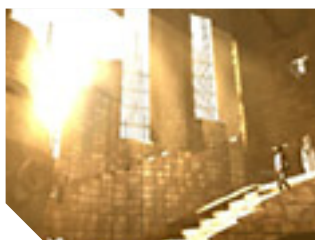
Publisher :: Namco

Developer :: Namco

Genre :: Action

Players :: 1

Release :: Q2 2002



PlayStation 2 :: Review

ICO

Sony delivers one of the purest and most engulfing adventure games of all time.

The biggest challenge with reviewing Ico is that it presents a very rare gaming experience that's really difficult to put into words, as it's frankly something that must be played to be completely understood. Try as I might, anything that I may share with you won't completely do the game the justice that it rightfully deserves. What you'll read in the subsequent paragraphs will simply be my best effort to try and accomplish this seemingly impossible task.

It all begins with the game's story, or better yet, lack of a conventional storyline. While most of today's videogames try to capture the emotions of the player by presenting a game with a cinematic feel that aims to match the best that Hollywood has to offer through the use of brilliant CG or a fully developed story, Ico manages to stir up more emotions than ever previously achieved with what seems like nothing.

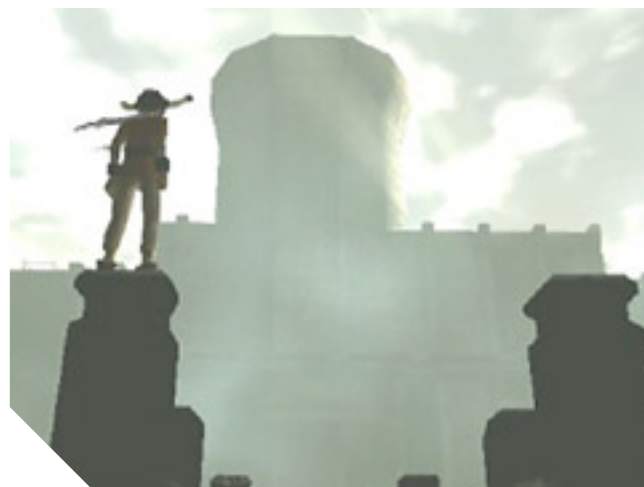
The game's basic plot is simple: you control a young boy named Ico who has been banished to an ethereal castle for the simple fact that he was born with horns. From here, with the primary goal of the game being to escape from this spine-chilling situation, you encounter a young girl named Yorda. Yorda seems to be in the same predicament, so you decide to help her out as well.

Simple enough, right? Well, on the surface it is. To be completely honest, saving a damsel in distress is far from an out of the ordinary theme for a videogame (or a story for that matter). However, Ico manages to be much more than a clichéd plot because of the way it's presented. The basic setting that I just described is pretty much all that

you have to go on, and the story and emotion of the game is conveyed through means that are rarely used in the world of videogames.

For one, the game's visuals are used to help create emotions in ways that have never-been-seen before in the world of interactive entertainment. Through its brilliant architectural design, seemingly endless draw distance, atmospheric fog, and countless other graphical effects like overexposed lighting when in outside areas, the player is propelled into this universe that actually feels massively scaled. You'll often enter areas that you had only previously seen at a distance and that had appeared almost unreachable.

But it doesn't even end there. Just convincing you that you're actually in this otherworldly and fully realized castle setting is just the start of it all. Ico manages to push the envelope even further via the use of unbelievably fluid and life-like character animation and excellent character designs that help communicate emotions like we've never seen before. ►



Details ::

Publisher :: SCEA

Developer :: SCEI

Genre :: Adventure

Number of Players :: 1



PlayStation 2 :: Review

ICO

Sony delivers one of the purest and most engulfing adventure games of all time.

By way of the animation and character design, the developers have managed to create characters in Ico and Yorda that have more depth and are more developed than mere words or a cinematic cut scene could ever convey. When you see Ico and Yorda move around and interact with each other, you'll honestly feel as if he is a young boy who is lost in a world he knows nothing of, and that she is a mystified and frail young girl who's almost completely lost in the world that she's in.

It's with the combination of these visuals and the game's ambient sound effects and background music (which are more powerful in their subtlety and silence than most fully orchestrated scores), that the game will initially engross the player. However, it's the completely unique, yet basic and straightforward design that will rope the user in so deep that he or she will never wish to leave.

At its core, Ico is the purest form of adventure that has ever been conceived for a videogame. It relies almost exclusively on puzzle solving, and since there's neither an annoying, squeaky voiced fairy nor a pimple-faced geek on a radio transmitter to tell you what you need to do next, the player must rely solely on his or her ability to observe his or her surroundings and to figure out what to do or where to go next without any obvious hints.

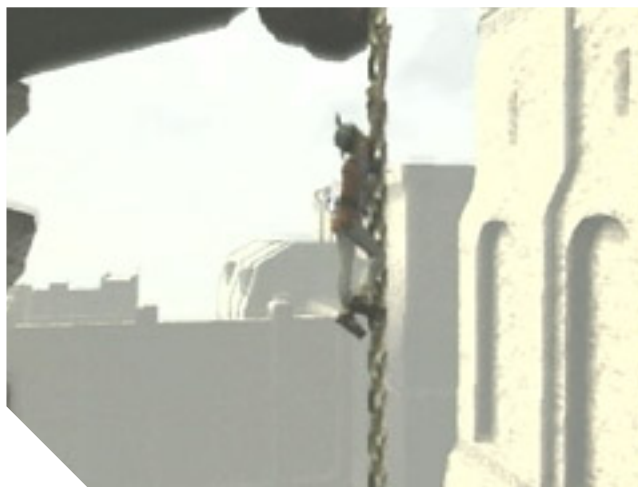
Since the game requires that Ico and Yorda stay together (if she dies the game ends) you'll not only have to figure out how to get Ico from one area to another, but you must figure out how to get Yorda there as well. Given that she isn't quite the athletic and outgoing adventurer

that Ico is, this isn't often an easy task. Yorda can't do things like climb up chain ropes or leap across certain ledges, so as the player you must figure out how you can help her get past each of these obstacles.

Even though the game is based mainly on puzzle solving and adventure, the little combat that is in the game works well for what it's intended to accomplish. Throughout the game, Ico will have to fend off these shadow beasts that are trying to kidnap Yorda. Despite the fact that these battles mainly consist of you continuously pressing a button to swing a stick, and later a sword, at these evil beasts, it helps generate an added emotional involvement between the player and Ico.

You see, as Ico swings the stick with all his might or wields a sword that's much too big for him to use, all just to try and protect his newfound crush from these enemy attackers, you'll honestly feel as if the kid is giving all that he has to accomplish this task.

If you're not yet convinced that you must play this title, blame my inability to put into words the way that this game is able to play with one's emotions and deliver a compelling adventure like one you've never yet experienced. Ico is a pure adventure game that is more a work of art and an experience than it is a game. If you submerge yourself into only one adventure game this year, you best make it Ico. – **Dave Zdyrko** ■



Ratings ::

Presentation :: 9.5

Graphics :: 9.8

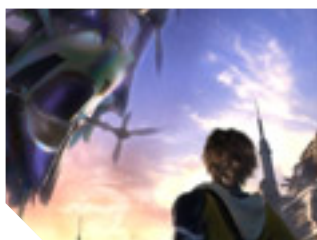
Sound :: 10.0

Gameplay :: 9.6

Lasting Appeal :: 7.0

Overall Score

9.4



PlayStation 2 :: Review

FINAL FANTASY X (IMPORT)

How does the latest and most beautiful Final Fantasy game score with IGNPS2? Check our import review.

Final Fantasy...those words alone bring up a certain feeling in gamers all over the world. The newest Final Fantasy is the first to be on the PlayStation 2, and with its release new standards are set for game makers to follow.

One of the most striking things about the FF series is its graphics; with every release Square manages to push the boundaries of whatever system it's on. The graphics in FFX are so beautiful that when I first saw the opening movie I mistakenly thought that the in-game graphics were FMV. The in-game character models have never been as detailed as in FFX. Combined with the addition of character voices for the first time, FFX definitely brings a new experience to the series.

A potential sticking point for non-Japanese gamers is the heavy Asian atmosphere in FFX. Everything from the character design to the body language helps to reinforce this image. Tidus could be the digital version of Japanese pop star Kimura Takuya. The way Rikku talks is the same way any Japanese high school girl talks. This all helps to add to the Japanese-drama feel of the story.

The story is wonderfully written. It has plenty of twists and shockers that kept me gripped from start to finish and beyond. FFX is about the journey of Yuna, the summoner, and her guardians as they travel through the huge world and fight the mysterious force known only as Sin. The basic premise sounds like any one of the classic RPGs; a group of people journey to save the world, but in no way is FFX's story as simple as it sounds. Every time the plot reveals a little more, other questions pop up in my mind.



That's not to say that FFX has the leaky plot from FFXIII, on the contrary, by the game's end most of the major plot points are answered. Of course, plenty of story elements are left open for discussion, but not to the extent that the story is implausible.

Of the changes from previous FF games, the most significant ones are the addition of the Sphere Board and the removal of the Active Time Battle system (ATB). The Sphere Board gives the player the choice of which abilities/stats are gained when a character levels up. For some people this might be a hassle, but it's actually quite nice and refreshing compared to the old gain-experience-and-level-up system. The Sphere Board allows for a high level of customization. For example, my Kimahri is my weakest fighter and practically a white mage, while another FFX importer's Kimahri is his most powerful fighter.

The new Count Time Battle system (CTB) forces a level of strategy that's new to the series, excluding FF Tactics. The biggest difference between CTB and ATB is the ►



Details ::

Publisher :: Square

Developer :: Square

Genre :: RPG

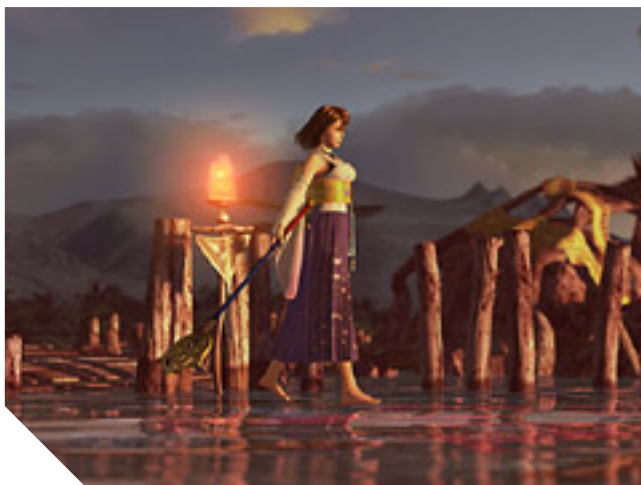
Number of Players :: 1



PlayStation 2 :: Review

FINAL FANTASY X (IMPORT)

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replacement of the Active Time Bar by the characters' names with a CTB Window in the top right corner. The window shows the order in which friendly and enemy characters take their turns, allowing the player to plan moves beforehand. Surprisingly, the pace of the battle isn't slowed by the switch to turn-based battle. In fact, it might be faster because there's no need to wait for the ATB to fill up.

Perhaps the most requested feature is the addition of character voices, which Square finally implemented with FFX. Overall, the Japanese actors' voices fit their respective characters, but that doesn't mean their acting skills are good. Both Tidus' and Yuna's voice actors are known for acting, but not as professional voice actors (seiyuu). Throughout the game, inconsistencies in their acting pained my ears. In one scene, Tidus starts off forcing a laugh but eventually laughs for real; the tone of his laugh doesn't change at all, showing the inexperience of the seiyuu. Inexperience also plagues Yuna's seiyuu, especially in the emotional scenes. Yuna's seiyuu isn't able to deliver the lines with the proper intonation and emotions, which lessens the impact. Luckily, Auron's, Lulu's, and Seymour's voices are really good, which isn't surprising since they're all voiced by professional seiyuus.

The wide variation of music (from death rock to soft-orchestral melodies), is wonderful in my opinion. But it plays a smaller role in this game because the voice-acting played such a heavy part in carrying the story's

emotions. For the first time, in-game body language of the characters really mattered and affected the experience. The characters all have something in their body language that makes them unique individuals. Tidus tends to be really wide in his hand gestures, while Yuna holds her limbs closer to her body. One of the things that made the deepest impression on me is how smooth the body motion in FFX is. In Yuna's summon for Ifrit, the way her fingers curve and the gentle motion as she guides a ball of flame to the ground brings tears to my eyes every time I see it.

Alas, nothing is perfect, as FFX reuses too many gestures for the main characters. Tidus, for example, has a certain hand gesture that he uses during conversations. Often, that same gesture is put into a loop in one sentence so Tidus stands there doing the same gesture over and over. Rikku also has a little clawing motion that doesn't fit her character and distracts from the story; it's cute...but really annoying.

On the whole, playing FFX is a really enjoyable experience: the graphics are superb, the story is wonderful, and the new battle system is refreshing. However, the lack of consistency in the voice acting, combined with the annoying hand gestures, distracted and removed me from what could have been a perfect Final Fantasy. -- **Andy Tsai** ■



Ratings ::

Presentation :: 9.2

Graphics :: 9.8

Sound :: 8.7

Gameplay :: 9.4

Lasting Appeal :: 9.1

Overall Score

8.8



Vincent Lopez

This Month in Xbox ::

After seeing Midway's upcoming NHL Hitz on the PS2, Xbox, and GameCube, there was no doubt about what system pumped the most power in the friendliest fashion for developers. Complain about the thick controller, joke about taking weight training to take the system home on launch day, but once you've got the Xbox plugged in, you'll be amazed at just what it can do. While graphics certainly aren't enough to sell a system, they can definitely give it some bragging rights - and upcoming releases like DoA 3, Project Gotham and NHL Hitz will give you instant ways to do comparison tests on your own.

Realtime reflection, the best water effects ever, true shadows, subtle lighting. The list can, and will continue to go on for the years to come as games are released for multiple systems. There's no doubt that when put to the test, the Xbox technically comes out on top. It's just a matter of filling in the gaming blanks with some tight first generation franchises and titles.

For more Xbox news, reviews, previews, and more, visit:

<http://xbox.ign.com>.



Feature Story ::

047 :: On the Streets of Gotham

Also In This Issue ::

049 :: Previews



Preview :: Blood Omen 2

There's always room for blood.



Preview :: Dead to Rights

The bullet party.

Editor's Most Wanted ::

- 1 :: Dead or Alive 3
- 2 :: Project Ego (yes, I know it's far off)
- 3 :: TransWorld Surf
- 4 :: Amped
- 5 :: Malice

Office Abuse ::

Mr. O'Lopez has no quirky traits. No twitching. Not even a lazy eye. He does, however, have an extra layer of skin on his buttocks.



Project Gotham, Microsoft's beautiful launch racing title, has stayed mainly a mystery, with screenshots few and far between during the initial months of development, and details slim on how the game would differ from Bizarre Creation's earlier offering, Metropolis Street Racer. We've got the details on the features and fun factors that are being injected into the game for the latest iteration, including the tweaks given to the Kudos system, multiplayer surprises, and how the music system will be the best yet.

If you've got a game on wheels of any sort nowadays, you're going to be compared to either Tony Hawk or Gran Turismo. Complain all you want about how your game is unique, beautiful, and deserves due respect, if it isn't different it's going to have to be better. While other companies have tried to hit Gran Turismo head on and failed with some otherwise great efforts, Metropolis Street Racer tweaked the formula to emphasize technique. "Gran Turismo focuses on car 'collect- 'em-up' features whereas in Gotham, the focus is more on the driver, and his or her skill, style and daring over a variety of progressive challenges," says Raja Subramoni, Product Manager at Bizarre Creations. Technique was emphasized in MSR, a game that counted how you made the turn as much as whether you made it quickly enough. The Kudos system was meant to reward both your style and skill, giving you points for the way you hit a turn, how fast you hit it, how much you lost speed coming out of it, and how much you had to oversteer to come out of the turn.

Kudos: Version Two ::

It's a huge part of the game, but didn't work as well in practice as it sounded on paper. The team has revamped the system completely, making it "more mature, and far fairer for the player" according to Subramoni. It's all about bonuses now -- no longer will you lose Kudos for hitting a

bad turn. In Project Gotham, you'll be getting points for getting air, going on two wheels, doing donuts, crossing the finish backwards, hitting slaloms well, not to mention the standard overtakes, clean turns, and good maneuvers. You'll even be able to pull off "combos" by doing multiple moves in a certain section to rack up bonuses. Beware, though, because if you try to repeat combos, you'll get less points ever time. "There's no repeated power-sliding to cheat your way through this time," added Subramoni.

You'll even be able to have Kudos' battles in multiplayer in car-based trick battles. Not only will you have to beat the competition, but you'll be scored on how well you raced against them as well. The laundry list of Kudos' changes even clears up the mystery of how you score and how much. Now, you'll see the potential skill Kudos in a challenge before you begin, and you'll see your totals as you do them, as well as finding out what you've been rewarded for. It's going to change the way you hit a curve, forever. ►





Now That's Power ::

The first glance at Project Gotham gave off the impression that the game was just MSR with fancier spoilers, an old car with an amazing new coat of paint. But that's definitely not the case. "We've taken each area in each city as a blank sheet for Gotham," says Subramoni. "We've looked at every possible option in each area, and developed tracks that provide great racing action," taking feedback from fans, forums, and websites about the details of MSR. A new "arnco" barrier system, for instance, keep the curves rounder, and avoided the annoyingly tight turns that plagued MSR. That's just the beginning.

Graphically, the leap is apparent with a single screen, or a second of the game in motion. Statues are now fully 3D, there are more trees and tree detail, doorways are actually modeled instead of just flat textures, and the cars are... well the cars are heaven. The scenery is being rendered an astounding eight times to fill in all the details, from textures, bump maps, and real shadows to the 'freshnel' rendering system, which the team says is a more realistic representation of car reflection than "the over-shiny 'cover the car in tin foil' effects usually seen," says Subramoni.

Your Wheels, Your Sound ::

The team is still shy about the full car list, but you can expect manufacturers like Ferrari, Porsche, BMW, and Aston Martin to appear, with around 25 cars total. Microsoft muscle also allows the team to actually have realistic damage models for all the cars in the game as well, a rarity when it comes to racing games. "The cars therefore all take damage realistically – the front, rear and sides all crumpling, with the hood or trunk popping up and buckling if you smash too hard," says Subramoni.

"If you scrape the sides, you'll scratch the paint or even snag off your wing mirror. Your headlamps illuminate the road in real-time at night, so try and avoid smashing your lights, or you'll find it tough!"

Your ears will also be pleased that they've taken the game to the Motor Industry Research Association for real sounds and samples of the cars in motion from different angles, so that the sound will actually change with your view of the action. The 3D physics and car dynamics have also been revamped to use the Xbox's power to deliver truly authentic racing. "Our aim is to have realistically handling cars that are easy to learn to drive, but take skill to master," adds Subramoni.

Musically, you've got major hitters like Placebo, Gorillaz, The Chemical Brothers, LA Symphony, Bathgate and Photek for your pleasure, around 60 tracks in all, in a radio format so you can keep things fresh. There are actually two modes, a Radio mode, and a CD mode, to customize how you listen. Radio mode includes "stations" for each city, playing a different style appropriate to your location. Some stations are actually licensed and feature real DJs from the relevant cities, like Chuy Gomez of KMEL, or Jarek of San Francisco's Live 105. You can also put in your own audio from the Xbox dashboard, but still keep in the DJs. The CD mode will let you use one of the game's pre-defined presets, or allow you to use your own, mixing in their music with your own.

All this, in time for launch. Not since the original Ridge Racer has a racer exploded off of a new system, or exemplified the next-generation status of a console system. Get your weekends ready, and put a cover on your Corolla, because you're not going anywhere for a long time, beginning November 8th.

- Vincent Lopez ■



Xbox :: Preview

BLOOD OMEN 2

There's always room for blood.



After sitting under the radar for a long time, Eidos has finally confirmed the next "Kain" game for the Microsoft Xbox. Blood Omen 2 is the sequel to the classic PlayStation Action RPG Blood Omen: Legacy of Kain. The game takes place right where the first one left off, after Kain has damned the world and brought forth a reign of darkness. Unlike the Soul Reaver games, Blood Omen 2 will be more of an Action RPG as opposed to an exploration-style adventure game. As in the original title, Kain needs blood to survive so you are able to drain enemies of the precious life giving fluid. You can also use your vampire powers to possess people and use them to do your dark bidding. After you get past the coolness of his vampire abilities, there is also a deep combat system in the game. Kain is able to use just about any type of weapon that he may pick up, and he can utilize them in multiple different ways with enemies blocking the attacks in a realistic manner. The Xbox version of the game will feature crisper textures, more characters on the screen at one time, more special effects (such as self-shadowing), and possibly even some modified gameplay situations. Finally for you continuity fans out there, the game takes place after the original Blood Omen, but before the first Soul Reaver. – **Jeremy Conrad** ■

Details ::

Publisher :: Eidos

Developer :: Crystal Dynamics

Genre :: Adventure

Players :: 1

Release :: Late 2001

Xbox :: Preview

DEAD TO RIGHTS

The bullet party.



Hong Kong action films have been extremely popular in the last few years with their unique style influencing American action movies. It was only a matter of time before they started to inspire video games, but their time has come. Recently the awesome Max Payne has been burning up the PC sales charts with its bullet time infused gameplay, and Namco has their own game on the way that will do the same for console gamers. In Dead to Rights you play the role of Jake Slate, in the typical action movie story of a lone cop who has been framed for a murder and has a bunch of other cops chasing after him. During action sequences, Jake can slow down his movement to individually target opponents and take them out one by one while dodging their attacks in slow motion. If you've played Max Payne, you would know how this isn't simply a gimmick, but rather a pretty crucial gameplay element in many situations. There are times when slowing down time can mean the difference between living through a firefight and becoming a body bag. The game isn't entirely combat-based, as you'll have to solve realistic puzzles (such as picking locks), as well as use non-lethal force to incapacitate some enemies such as fellow officers. Dead to Rights is shaping up nicely, and we'll be keeping a close eye on this upcoming hit. – **Jeremy Conrad** ■

:: Details

Namco :: **Publisher**

Namco :: **Developer**

Action :: **Genre**

1 :: **Players**

TBD 2002 :: **Release**



PickleBoy

This Month in PC ::

Tee hee, it's me...PickleBoy!

I know it's been a while since we've talked, but that's because I hate you. Don't worry, it's nothing personal...I just can't stand the smell of your disgusting human flesh. Ever since I was dropped in this pit known as IGN, I've been abused by the resident demon-spawn they call "editors," and I've found the human race a most unnecessary sort.

It wasn't bad enough that they fired me during Christmas of '98, but when Steve bit off my leg at last year's E3, well that was the bump that broke the pickle's back. The everlasting pain from my reattachment surgery is a daily reminder that humanity is worthless.

That's why my brine-floating brethren and me have been plotting the overthrow of the human race. Every pickle you consume hibernates in your body, tucked away under your gall bladder, and shall burst forth through your stomach in a frenzy of salty brine when the day of gherkining is upon us...but I've already said too much already.

Someday we will rule the world, and unveil the New World Order on the Planet of the Pickles! But until that time...tee hee, my pretties! Tee hee in hell!

For more PC news, reviews, previews, codes and more, visit <http://pc.ign.com>.



Feature Story ::

051 :: A Salute to Real-Time Strategy

Also In This Issue ::

052 :: Pickle's Puzzles

053 :: Previews



Preview :: AquaNox

Stick an FPS in a submarine and watch the torpedoes fly.



Preview :: Arx Fatalis

Journey underground with an adventure that should scratch your itch for first person RPGs.

Editor's Most Wanted ::

- 1 :: Fresh change of brine
- 2 :: Nintendo GherkinCube
- 3 :: The downfall of Vlasic
- 4 :: Death to all humans!
- 5 :: World peace

Office Abuse ::

He's an anthropomorphic pickle... isn't that enough?



by Steve Butts

**In ten short years the genre has come a long way.
And it's still got a long way to go.**

Odds are if you're not an action gamer, then you're a strategy gamer. Sure there are other genres but none of them even approach the popularity of action and strategy. The roots of strategy games are deep, stretching even as far back as the game of Wei-Hai and Chaturanga (the precursors of Go and Chess). And although commercial wargames have only been around for the last fifty years or so, the real-time strategy PC game is barely over ten years old. In that short time the genre has seen fantastic growth and profound innovation.

By most accounts the first real-time strategy game for the PC was 1992's *Dune II*, by Westwood. Although *Populous* preceded it by a full three years, it was *Dune II* that established the conventions of the genre. Based on Frank Herbert's novels, *Dune II* incorporated base construction and resource harvesting as a complement to the standard unit clashes. Better still, the three sides in *Dune II* were each distinct and well balanced.

The original *Warcraft*, released in 1994 by Blizzard, featured two different (but similar) sides and opted for a fantasy-based context. It required the player to harvest two resources instead of one. But that's not the real innovation of the game. *Warcraft* made games much more personal by including multiplayer. Now players could play against each other from two different computers.

Westwood responded by releasing *Command & Conquer* for DOS in 1995. The conflict between the GDI and Nod was a worthy successor to *Dune II*. It incorporated the rich story and slick production values that were to become a Westwood trademark. The presentation only improved when Westwood released an even more polished version for Windows soon after.

Warcraft II, also in 1995, added yet a third resource to the model. But the real improvements were in the new "fog of war" feature. While most real-time strategy games had

already incorporated a black shroud that was only eliminated through exploration, *Warcraft II* went a step further. The fog of war meant that you could only see enemy units that were within the line of sight of your own units. Now you had to rely on scouting patrols and observation posts to bring you detailed intelligence.

Still the units were kind of similar. Westwood again proved itself to be the king of balance by releasing the stylish and charming *Red Alert* in 1996. Featuring two very different (but nevertheless well-balanced) sides, *Red Alert* was a game about personality. Whether you preferred the qualitative focus of the Allies or the sheer numbers of the Soviets, there was something in the game that let you approach it in your own style.

The next year was left vacant by both Westwood and Blizzard, tacit rivals for the throne of premier real-time strategy development. Chris Taylor's fantastic *Total Annihilation* filled the void. The first game to feature real 3D terrain and units, *Total Annihilation* also managed to include a few other surprises. Players could now queue up multiple orders and set different AI stances to better control their own units' behavior.

Then in 1998 Blizzard released a title that combined everything that the real-time strategy game had made possible. *Starcraft*, widely proclaimed to be the finest strategy game ever, ignored the impulse to move to 3D and instead wowed us with three remarkably balanced (and unusually different) races. What's more the game included a fantastic story that was integrated into every aspect of the missions.

Another game that incorporated story just as tightly into the framework of the missions was *Relic's Homeworld*. Released in 2000 it was one of the deepest and most cinematic real-time strategy games around. The persistence of units from mission to mission meant that ►



you got more involved in the story. Set in the middle of space, it also opened up the use of the Z-axis with as little confusion as possible.

While Homeworld was a revelation in the strategy world, a title from Ensemble Studios showed how much further the more traditional approach could be taken. As a follow-up to the somewhat flawed original, Age of Empires II towered above nearly every other real-time strategy game on the market. The incredible polish and refinement apparent in Age of Empires II showed just how far we had come since the days of Dune II.

But as machines became more and more powerful, the move to 3D was harder and harder to resist. Taking a page from Bungie's three-year old Myth, Ground Control did away with resources and bases and instead allowed players to focus on directing their troops around a gorgeous 3D environment where terrain was more than just something to look at. Creative Assembly's awesome Total War engine was put to good use that same year with Shogun. It also featured incredibly realistic terrain and an awesome camera.

Red Alert 2 proved to many skeptics that 2D strategy can still hold just as much enjoyment and excitement as any 3D game. Sadly, it seems as if Red Alert 2 will be one of the last of the high-quality, 2D real-time strategy games. Westwood themselves moved into the third-dimension soon after with Emperor: Battle for Dune. Westwood's firstborn moved into the third-dimension while preserving the same balance and approach that has marked the rest of their games.

Blizzard's own 3D real-time strategy game, Warcraft III is still under development at the moment. And while it still has an instantly recognizable flavor, the team is adopting a much more role-playing oriented approach. The move to 3D is doubtless one that will continue across all studios – Ensemble is currently working on a 3D update to their Age of Empires approach entitled Age of Mythology. Still, it's not the only change in store for the real-time strategy game.

While games like Myth and Ground Control have succeeded in creating compelling experiences by eliminating base building and resource harvesting, real-time strategy is probably going to move in the other direction. The success of strategy titles like Roller Coaster Tycoon and Impression's city-building series have shown that casual gamers are more interested in designing self-sufficient communities than in leading armies into battle. As with all things, games are going to go where the money is. Still, as better and better methods are developed to integrate the two styles, real-time strategy fans have a lot to look forward to. – **Steve Butts** ■



PC :: Feature
PICKLE'S
PUZZLES #5
The Actor Factor

Over the years a lot of actors and actresses have moved from television or the big screen to your computer monitor. While some might condemn this as the stake in the heart of a promising career, we're not ones to judge – especially when it comes to washed-up actors that wouldn't even make the cut at a casting call for the latest Aaron Spelling vehicle that's nothing more than Sid and Marty Kroft with less puppets and more breasts. But like I said, we're not ones to judge.

Here's the deal for this month's conundrum – match up the actor or actress with the game they appeared in or lent their voice talent to and we'll reward you with a game or two and some random schwa from our "Coffer of Crazy Crap."

ACTOR ::

- 1) Bruce Campbell
- 2) Michael Biehn
- 3) Virginia Madsen
- 4) Kirk Cameron
- 5) Stephen Baldwin
- 6) Dana Plato
- 7) Udo Kier
- 8) Gary Coleman
- 9) Mark Hamill
- 10) Michael Clarke Duncan

GAME ::

- A) The Curse of Monkey Island
- B) Soldier of Fortune
- C) Wing Commander IV
- D) Dune 2
- E) Night Trap
- F) The Horde
- G) Tachyon: Beyond the Fringe
- H) Command & Conquer: Red Alert 2
- I) Freespace 2
- J) Command & Conquer: Tiberian Sun

Submit your answers by email to unplugged@ign.com with the subject "Pickle's Puzzles #5," and if you get it right, we'll send you some games and anything else we can smuggle out of the five and dime store down the street. ■



PC :: Preview

AQUANOX

Stick an FPS in a submarine and watch the torpedoes fly.



AquaNox will delve back into the fleshed out universe of Archemedian Dynasty where a last world war has trapped the few remaining humans in the depths of the ocean. You'll jump back into the shoes of Emerald "Dead-Eye" Flint as you battle for control of a satellite causing tremors on the ocean floor and the huge creatures woken by it.

AquaNox will soon be on everyone's list of most beautiful games of the year. With an incredible engine that allows for the extra features and power of the GeForce3 while still letting lower end machines have a lovely game, this one definitely needs to be seen to be believed.

But not only will this underwater shooter be bringing you slick looks, it also promises some very addictive and fast paced gameplay. Touting all of the controls of an FPS in an underwater setting, AquaNox will give you the opportunity to control an array of highly maneuverable and powerful submarines sporting all of the latest in underwater weaponry. The game will sport 25 character driven missions that call on you and your mercenary team for search and retrieve missions as well as throwing you right into the middle of some large and intense battles on your way to saving the world from a fate worse than death... well, actually the same as death, but whatever... look for this one in late November.

— Dan Adams ■

Details ::

Publisher :: Fishtank Interactive

Developer :: Massive Development

Genre :: Action

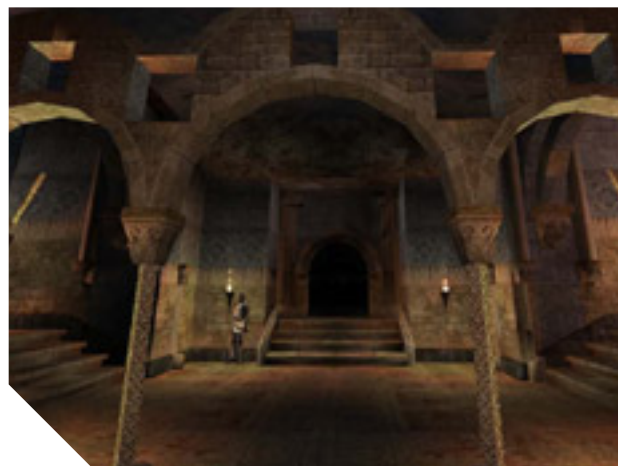
of Players :: TBD

Release :: November 2001

PC :: Preview

ARX FATALIS

Journey underground with an adventure that should scratch your itch for first person RPGs.



With the onslaught of RPG's and action RPGs set in an isometric view, it's about time that someone set back into bringing the good old forgotten first person view back into action. Fishtank Interactive and Arcane Studios will be doing just that with their upcoming first person action RPG Arx Fatalis.

The story follows a sad fellow (you) that wakes up in a dank and dirty cell with no idea who you are or what you're doing there. Over the course of the game, you'll find your purpose and your powers in order to stop an evil cult from bringing a demon to the world of Arx. It seems this demon has promised to bring back the sun (the world stopped spinning and you're underground on the dark cold side of the world even though nobody knows that's what happened).

As you travel through the various worlds, you'll have to gain skills in melee and ranged fighting weapons as well as rune magic. Magic is completed through the combination of runes. Using a method much like Black & White, players will have to draw the spells out on screen before they can be cast.

Beautiful architecture, nice textures and models, and some nifty special effects have been added to fill out the interesting world of Arx and give you an immersive experience as possible. Look for this one to be released Q1 2002.

— Dan Adams ■

Details ::

Publisher :: Fishtank Interactive

Developer :: Arkane Studios

Genre :: RPG

of Players :: 1

Release :: Early 2002



Steven Horn

Editor's Note ::

September. Ahhh. Back to school ya'll. No more swimming. No more scandalous summer romances. If spending day after day in your poorly ventilated school has got you blue, cheer up, because this is the month that Fox finally begins releasing The Simpsons on DVD. We get our first dose on September 25 with Season One which I profiled in last month's Unplugged. It looks to be a must buy, and it's a much cheaper price (\$39.99 per season) than Fox's other recent releases of The X-Files (\$119 per season).

Also, you'll want to be checking in with IGN Insider this month as we roll out details of The Phantom Menace DVD. I'll be out at Skywalker Ranch talking with many of the honchos involved with the disc's production. We'll also try to drop screens on you as well. Finally, on IGN DVD, we welcome two new weekly columns. The first, Midnight Movie, features Rick Sanchez as he explores the B-movie. Yours truly begins a column called The Criterion Column, which each week looks at a different title in The Criterion Collection.

For more reviews, previews, and all around debauchery visit <http://dvd.ign.com>.



Feature Story ::

055 :: CRASH!

Also in this section ::

057 :: Previews

058 :: Review



Preview :: *Final Fantasy* DVD

The Spirits Within will be within your hands on October 23.



Review :: *Get Over It*

Kirsten Dunst and Ben Foster star in this surprisingly decent teen comedy.

Editor's Most Wanted ::

- 1 :: The Simpson's Season One
- 2 :: Memento
- 3 :: Blood Simple: Director's Cut
- 4 :: The Godfather Trilogy
- 5 :: Citizen Kane

Office Abuse ::

Totally in love with The
Alternative Chick in the
Record Store™



100 BONE-SHATTERING MOMENTS ON DVD

by Steven Horn

Do you remember a couple of years ago when all of those lame commercials came out that showed the "power of DVD?" You know, the white-bread family huddled by the television with the Mom and the Dad going "Gee Whiz! That DVD sure sounds fantastic, huh kids!" Zipping into the present day, not only are DVDs getting better, but most of us have surround sound of some kind. I was racking my brain for a feature for you guys when it hit me: a list of 100 of the most boom-shattering, ear-splitting, aurally-exciting moments to hit the format yet.

I chose this list based on the enjoyment people have relayed to me at watching these sequences. Just about any of them could be used to show off your system to people unfortunate enough to not have a DVD player with surround sound. In fact, I have done that very thing with a large percentage of these sequences. While the majority of my selections involve crashes and booms, I have thrown in a few that may not tax your subwoofer but will definitely fill the room.

Yes, I can use two or more scenes from the same film, so there. By the way, these are not in any particular order other than the order in which they came to me in my head. So, pour yourself a tall one, pack cotton in your ears, put the dogs and cats outside, and get ready to bust those cones.



Armageddon: Dual-shuttle launch

T2: Judgment Day, Ultimate Edition: Truck chase

The Matrix: Helicopter crash

The Fugitive: Train crash

Jurassic Park: T-Rex (first sighting) and menus

Con-Air: Vegas plane crash

The Rock: Cable car explosion

True Lies: Bridge explosions from the F-14s

Pitch Black: Medical ship crash

Blade: The whole freakin' disc, seriously

Fight Club: Condo boom

Independence Day: White House explosion

Independence Day: Title credits

Heat: Gun battle in the streets following robbery

Apollo 13: Rocket launch, the big one

Air Force One: Plane down into ocean

Saving Private Ryan: First 30 minutes of gun battle (Normandy)

Starship Troopers: Every single battle sequence. Meaty!

Tomorrow Never Dies: Opening sequence

The Fifth Element: Activation of the fifth element

Contact: Opening sequence (pulling away from Earth)

Contact: Tunnel transport

Titan AE: Earth explosion

Titan AE: Ice planet sequence

Crimson Tide: Torpedo detonation

Dinosaur: Meteor storm

U-571: Underwater mine explosions

Blown Away: Tommy Lee's ship explosion

Die Hard: Nakatomi Plaza helicopter crash

Die Hard 2: Plane crash, the first one on the runway

Titanic: Hull splitting, sinking, cracking

The Replacement Killers: Opening sequence's music and bullets

Charlie's Angels: Townsend Agency explosion





100 BONE-SHATTERING MOMENTS ON DVD

M:I-2: Truck crash (during final chase sequence)
Deep Impact: Shuttle launch
The Peacemaker: Mercedes smash-up in piazza
Die Hard 3: Bonwit's explosion (opening sequence)
The Long Kiss Goodnight: Tanker explosion on bridge
Die Hard 3: Subway train explosion
Star Trek: First Contact: Borg battle
Lost in Space: Discovery hyperspace jump and re-entry
Godzilla: Choppers shooting up NYC
Face Off: Boat chase
Face Off: Hangar battle, jet engine
Payback: Alley crash
Outbreak: Bombed camp at beginning
Top Gun: Flight deck (opening sequence)
Stargate: Alien flyover (the sound of the ships)
Ronin: Car chase in Nice, both of them
Aliens: Destruction of planet
Backdraft: Theater fire
Robocop: ED-209 voice and gunfire
Space Cowboys: Rogue satellite capture
The Thin Red Line: Hill battle
Final Destination: Plane crash
The Iron Giant: Power-plant sequence
The Negotiator: The first breach
Sleepy Hollow: Horseman in town on bridge
X-Men: Cerebro, first time use
Stop Making Sense: The whole thing
Goldeneye: Opening sequence
The Abyss: USS Montana flood and tower collapse
Rush Hour: Building boom
The Cell: First dream sequence
Meet Joe Black: Brad Pitt getting hit by bus
Traffic: Parking lot explosion

True Romance: Final shootout sequence
Enemy of the State: Final shootout sequence
Twister: Any tornado rumble, specifically the F5
Twister: Opening credits
Lock, Stock and Two Smoking Barrels: Breen gun
What Lies Beneath: Final underwater sequence
Thirteen Days: Flare fire during blockade
The World is Not Enough: Pipeline explosion
Dark City: Underside of alien ship
Cast Away: Plane crash into the sea
Charlie's Angels: Race car chase sequence (on track and off)
Close Encounters of the Third Kind: Contact sequence (end)
Supernova: Hyperspace jump
Mission To Mars: The dust storm
Gladiator: Opening battle
Gone in 60 Seconds: The final 30 minutes
Vertical Limit: Avalanche as well as nitro explosions
Independence Day: Dogfights
Yellow Submarine: Pick a chapter!
End of Days: Restaurant explosion
From Dusk Til Dawn: Titty Twister final battle
JFK: Drums in Dallas
The Matrix: Dojo fighting
Armageddon: Comets strike NYC

Okay, running out of steam. Here are ten moments from already announced DVDs that we can't wait for ...

91. **The Phantom Menace:** The pod race
92. **Swordfish:** The opening sequence
93. **The Fast and the Furious:** Civics/truck sequence
94. **The French Connection:** Car chase
95. **IMAX:** Hail, Columbia
96. **The Godfather:** Tollbooth shootout
97. **Pearl Harbor:** Bombing Pearl Harbor
98. **A.I.:** Flesh fair
99. **Swordfish:** Final chase (helicopter in sky)
- 100: **Anything from Matrix 2:** okay so technically it hasn't been announced, but you know it will kick ass.

Got a favorite sound moment? Send it my way!
 Steven@ign.com ■





DVD :: Preview

FINAL FANTASY ::

The Spirits Within will be within your hands on October 23



You've played the games. You've bought the t-shirt. And now, you've watched the movie. Want to see it again? *Final Fantasy: The Spirits Within* comes to DVD October 23 with a mega two-disc set full of extras. No matter what you thought of the movie, this is shaping up to be one of THE discs to own. As you may know, *Final Fantasy: The Spirits Within* was painstakingly developed over several years, and there is an absolute flood of "making of" material for the disc. To wit:

DISC ONE:

- Co-director (Motonori Sakakibara), sequence supervisor (Hiroyuki Hayashida), sets & props lead artist (Tatsuro Maruyama), Phantom supervisor (Takao Noguchi) commentary
- Animation director (Andy Jones), editor (Chris S. Capp), staging director (Tani Kunitake) commentary
- Isolated score with commentary by composer Elliot Goldenthal
- Theatrical trailers
- Scene selections with motion images
- Production notes

DISC TWO:

- Original interactive documentary - *The Making of Final Fantasy: The Spirits Within*. Dig deeper and link-out to information pods which spotlight:
 - Final Fantasy Thriller Music Video
 - Alternate opening sequence
 - Mini-movie: Aki's Dream
 - Trailer exploration
- Multiple workshops including:
 - Seven in-depth character files
 - Three vehicle scale comparisons (Bandit, Quatro, Black Boa)
 - Two face wraps (Aki, Dr. Sid)
 - Character morphs
 - Compositing builds
 - Matte art exploration
 - Sets and props
- Interactive animated menus

- Steven Horn ■

DVD :: Preview

SWORDFISH ::

Warner Brothers set to pop on October 30, 2001



"The film is loaded with contradictions and paradoxes: it's enormously handsome, yet disquietingly grungy & edgy. It's an unexpectedly smart film, which is either too weak (or self-assured enough?) to readily embrace a whole slew of cheese-ball, lame-o action conceits. It is totally illogical and improbable, yet imminently involving and compelling. On close inspection, it probably doesn't make sense on any level whatsoever, yet some viewers may leave the theater feeling they've just been bludgeoned by a heady lesson in excess and patriotism." - *IGN FilmForce*

Yeah yeah, but does it kick ass? That doesn't really matter, now does it? We've been waiting for this one on DVD for a while now so we can watch that completely mental opening sequence again and again. Talk about elevating a concept! In any case, it looks like Warner Brothers is going to make this disc a fairly tasty one for fans of the film. The DVD will come in at a typical WB price of \$24.95, but discounted stories will probably have it for \$19.99.

- 2 Behind-the-Scenes Documentaries: *The Making of Swordfish* and *The Effects in Focus*.
- Feature-Length Commentaries.
- 3 Alternate Endings Not Included in Theatrical Release.
- Dolby(R) Digital 5.1 Audio.
- Restricted Files: Hidden Features.
- Original Theatrical Trailer.
- Cast/Director Film Highlights.
- Languages: English and French (Dubbed in Quebec).
- Subtitles: English, French and Spanish.

- Steven Horn ■



DVD :: Review

GET OVER IT

Kirsten Dunst and Ben Foster star in this surprisingly decent teen comedy

IGN SciFi's Sarah Kuhn saw that I had the Get Over It DVD on my desk. "It was good. But probably too teeny for you," she said. My DVD player has been clogged with sagging teen movies for the past year, with only a few managing to squelch the painful groan that almost always follows. Now along comes Get Over It, which not only slightly elevates the teen comedy, but throws in a bit of Shakespeare as well.

The Movie ::

Berke (Ben Foster) is dating Allison (Melissa Sagemiller), and all is well until the inevitable break-up. Berke keeps trying to win her back and ultimately joins the school play (a musical perversion of Shakespeare's A Midsummer Night's Dream). Waiting in the wings though is Kirsten Dunst, who is secretly into Berke. The movie builds up to a final night: the school play. Here, everything is resolved – more or less. Get Over It is interesting in the way it approaches teens in general. Unlike the sometimes over-the-top American Pie series, Get Over It generally plays it safe, keeping the crude bits down, and the results are actually quite good. It's a nice movie, for the nice people. **:: 7 out of 10**

The Video ::

Ugh. The cinematography is pretty horrible in this film. Hard to pinpoint exactly what it is, but there are several scenes that are completely washed out and others that are over-saturated. The DVD quality is overall good, but you can't make lemonade with rotten lemons. The opening sequence, though, is huge and colorful, and DVD color-monkeys will be in heaven. This is a dual-layer disc, and you WILL notice the layer change – a huge six-second pause/skip. **:: 7 out of 10**

The Audio ::

Perfectly serviceable Dolby Digital format that bumps nicely in places. Not a very expansive sound field, but it's wide enough to feel like you're actually watching a movie. The Kirsten Dunst song sequence is excellent. A perfect mix. **:: 8 out of 10**

The Extras ::

This disc is packed with goodies including a commentary track with the director and screenwriter, a compendium of

Martin Short outtakes, deleted and extended scenes with commentary, "Love Scud" music video, Vitamin C's "The Itch" music video, a short but enjoyable behind-the-scenes featurette, six or seven looks at different Martin Short make-up tests, and a list of original songs that link directly to the scene in the movie. **:: 8 out of 10**

Overall :: 7 out of 10

- **Steven Horn** ■



Details ::

Starring :: Kirsten Dunst, Ben Foster

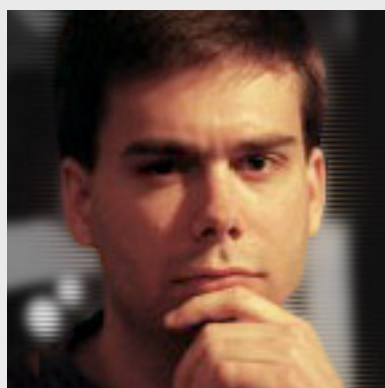
Director :: Tommy O'Haver

Running Time :: 86 Minutes

Price :: \$29.99

Rated :: PG-13

Publisher :: Miramax Home Entertainment



Brian Zoromski

From the Editor ::

As one looks at the movie release schedule for September, one can't help but notice that something's missing. "That's odd," you might think. "None of the movie titles have a '2' or '3' after them. There isn't even a movie with the word 'Return' in the title." Yes, it's true. The summer movie season is winding down, and there isn't a sequel to be seen. There is one "re-imagining" - *The Musketeer*, the retelling of the Three Musketeers story with its action choreographed by Chinese stunt actor Xin Xin Xiong - but I can live with that. The rest of the month's releases are all original films, something we haven't seen since March of this year. I, for one, am breathing a sigh of relief; I'm getting sick of seeing follow-ups that don't live up to the films before them. It has been a while since I've seen a sequel that I thought topped the original (*Toy Story 2* is the most recent one that comes to mind) and I need a good break before the next round.

For more news, reviews, and previews, visit
<http://filmforce.ign.com>.



Feature Story ::

060 :: Fall's Finest Five

Also In This Issue ::

062 :: Previews



Preview :: Zoolander

The international misadventures of Ben Stiller as a male model.



Preview :: Training Day

Denzel and Ethan take to the streets in L.A.

Editor's Most Wanted ::

- 1 :: Run, Ronnie, Run: A Mr. Show Movie
- 2 :: Ali
- 3 :: Adaptation
- 4 :: Spider-Man
- 5 :: Monsters, Inc.

Office Abuse ::

Brian Zoromski (aka Zoro) can be distinguished from the other Brian of IGN FilmForce (Linder), by one main difference: Zoro doesn't even try to emulate the verbal stylings of Spence D.



IGN FilmForce previews five of the fall's coolest films

It's still hot enough to peel house paint outside (where I live anyway), but the summer movie season is winding down. By the time you read these lines it'll be mere weeks - if not days - before the first day of fall. You know what that means: the fall movie season will soon be upon us! It'd be impossible to talk about every cool movie coming out this fall in the space provided here in Unplugged. Besides, if you're an avid reader of IGN FilmForce - and I know you are - you already know everything there is to know about films like *Harry Potter*, *The Lord of the Rings*, and *Monsters, Inc...* but what else is happening at the movies this fall? We've selected the five coolest films of the fall that you may not have heard too much about. If you find yourself craving more, watch for an extended preview of all the big fall movies on IGNinsider during September.

Hearts in Atlantis

Genre: Drama/Fantasy

Rating: PG-13

Release Date: 09/28/01

Starring: Anthony Hopkins

Writers: William Goldman, Stephen King

Director: Scott Hicks

Based on Stephen King's best-seller, *Hearts in Atlantis* is the story of the mysterious Ted Brautigan (Hopkins), who befriends young Bobby Garfield (Anton Yelchin), bringing magic and mystery to the last summer of the boy's childhood.

Academy Award nominee Scott Hicks (*Shine*, *Snow Falling on Cedars*) directs this drama about love, courage and the enduring bonds of friendship.

Even though he's known as a horror writer, Stephen King's best stories are his straight-up dramas and fantasy tales,

and they don't make bad films either (see *The Shawshank Redemption*, *Stand by Me* or *The Green Mile*). Sir Tony should give this film just the touch of magic it needs to be a hit at the box office.

From Hell

Genre: Suspense/Horror

Rating: Not Yet Rated

Release Date: 10/09/01

Starring: Johnny Depp, Heather Graham, Ian Holm, Robbie Coltrane

Writers: Terry Hayes, Alan Moore

Director: Albert and Allen Hughes

He was the first tabloid star of the nineteenth century and remains the most notorious and enigmatic serial killer in history. Jack the Ripper committed five heinous, ritualistic murders during a ten-week span in London in the fall of 1888, creating a frenzied atmosphere of gossip, rumor and terror. He was never caught.

From Hell, based on a popular graphic novel of the same name, puts an intense psychological spin on the horrific legend of Jack the Ripper and unravels a chilling alleged conspiracy involving the highest powers in England.

Johnny Depp is always cool, even if his accent does need work. Heather Graham... need I say more? Hopefully the Hughes brothers have outdone themselves and given us a great pre-Halloween fright-flick.

Ocean's 11

Genre: Action/Comedy-Drama/Heist Film

Rating: Not Yet Rated

Release Date: 12/07/01

Starring: George Clooney, Brad Pitt, Julia Roberts, Matt Damon, Andy Garcia

Writer: Stephen W. Carpenter

Director: Steven Soderbergh





Danny Ocean (Clooney) is a man of action. On parole from a New Jersey prison, the charismatic thief is putting his next plan into action. Following three simple rules - don't hurt anybody, don't steal from anyone who doesn't deserve it, and play the game like you've got nothing to lose - Danny will attempt to pull off the most elaborate casino heist in history.

But he can't do it alone. Danny's handpicked 11-man crew of specialists - including an ace cardshark (Pitt), a master pickpocket (Damon), and a demolition genius (Don Cheadle) - will attempt to steal over \$150 million from three Las Vegas casinos owned by Terry Benedict (Garcia), the ruthless entrepreneur who just happens to be dating Danny's ex-wife Tess (Roberts).

Word has it that Soderbergh has had some fun with this one - lightening up a bit since his Academy Award-winning *Traffic* - and the result is a home run!

Gangs of New York

Genre: Drama

Rating: Not Yet Rated

Release Date: 12/21/01

Starring: Leonardo DiCaprio, Cameron Diaz, Daniel Day-Lewis, Liam Neeson

Writer: Steven Zaillian, Martin Scorsese

Director: Martin Scorsese

Director Martin Scorsese takes a look at New York during the mid-1800s in this film that examines the formation of the opposing Irish and Italian immigrant groups, which would come to be known as the New York mafia.

Leo DiCaprio stars as the son of the leader of a gang of Italians called the Dead Rabbits, who faces off against his

worst adversary (Day-Lewis), the leader of the Irish gang called the Native Americans, for a chance to avenge his father's death while claiming the city streets for the Italians.

The recently released trailer for this film looks outstanding. Leo is back, and he has shed his pretty boy image, for this film anyway. Daniel Day-Lewis is always tops, and the direction of Scorsese could make this film a masterpiece.

The Majestic

Genre: Drama

Rating: Not Yet Rated

Release Date: 12/21/01

Starring: Jim Carrey, Laurie Holden, Martin Landau, Bruce Campbell

Writer: Michael Sloane

Director: Frank Darabont

In this Capra-esque drama set during the 1950s blacklist, a young, ambitious Hollywood screenwriter (Carrey) loses his job and his identity, only to find new courage, love, and the power of conviction in the heart of a small town.

The Majestic is directed and produced by Academy Award nominee Frank Darabont (*The Shawshank Redemption*).

This is Carrey's first big straight-up dramatic role. Industry insiders say that Darabont has done some incredible things with him in this film. Jim, the Academy will be watching. They owe you one.

- Brian Linder ■

FilmForce :: Preview

ZOOLANDER ::

The international misadventures of Ben Stiller as a male model.



He's suave, debonair, and the epitome of cool. His name is Derek Zoolander, international male supermodel, but behind those eyes is a highly trained man of action, and he's perhaps the world's only hope of stopping a sinister assassination plot.

This film is based on a series of skits created for the VH1 Fashion Awards in 1996.

Stiller stars as the hopelessly without-a-clue Derek Zoolander, who is called on to defeat the most dangerous organization on the planet. Joining him in his fight against evil is sidekick Owen Wilson, another male model whose special combat techniques include "break dance fighting." As you might imagine, the whole thing is completely ludicrous and beyond silly, but it looks absolutely hilarious - obvious comparisons to *Austin Powers* notwithstanding.

Will Ferrell, Christine Taylor (Marcia Brady, and Julia's friend in *The Wedding Singer*), and Milla Jovovich round out the totally insane cast.

Be on the lookout for hilarious celebrity cameos from the likes of Vince Vaughn, David Bowie, Natalie Portman, Jerry Stiller, Cuba Gooding Jr., and David Duchovny. Duchovny's character appears briefly in a Mulder-esque sequence and reveals the startling secret that the fashion industry has been behind every major political assignation over the last 200 years. - **Brian Linder** ■

Movie Info ::

Genre :: Comedy

Rating :: PG-13

Release :: 09/28/01

Starring :: Ben Stiller,
Owen Wilson

Director :: Ben Stiller

FilmForce :: Preview

TRAINING DAY ::

Denzel and ethan take to the streets in L.A.



Every day there's a war being waged on America's inner city streets, among residents, drug dealers, and the people sworn to protect one from the other. War has its casualties, none greater than L.A.P.D. Detective Sergeant Alonzo Harris (Denzel Washington), a 13-year narcotics veteran who has long since blurred the line between legality and corruption.

Training Day is billed as a gritty, realistic drama set in the morally ambiguous world of undercover police investigation. The film follows Alonzo as he tests the resolve of idealistic beat cop Jake Hoyt (Ethan Hawke), who has one day, and one day only, to prove himself to his fiercely charismatic superior.

"You have to decide if you're a sheep or a wolf, if you want to go to the grave or if you want to go home," Alonzo cautions Jake. Over the next 24 hours, Jake will be pulled deeper and deeper into the ethical mire of Alonzo's logic as both men put their lives and careers on the line to serve their conflicting notions of justice.

Training Day is directed by Antoine Fuqua (*The Replacement Killers*, *Bait*) from an original screenplay by David Ayer (*The Fast and the Furious*, *U-571*).

The film's eclectic cast also includes Tom Berenger, Dr. Dre, and Snoop Dogg. - **Brian Linder** ■

Movie Info ::

Genre :: Action/Drama

Rating :: R

Release :: 09/21/01

Starring :: Denzel Washington,
Ethan Hawke

Director :: Antoine Fuqua



Mike Wiley

This Month in Gear ::

Hello, neighbors. You might notice that there is a much stronger Gear presence in this issue of Unplugged. This is no accident. We are in the process of expanding Gear coverage in general, and we thought that we should give subscribers a sneak peek.

The big news this month is the new AIBO. Regular readers of Gear know that Sony's robotic dog is just about my favorite piece of consumer electronics ever. HDTV is fantastic, MP3 jukeboxes are fine, and progressive scan DVD players get me going, but there is a special place in my heart for AIBO.

Sony was nice enough to bring the new pooch, whose name you will shortly learn, to IGN Headquarters last week and I got to play around with it for a while. There's no better time than the present to start saving those pennies, and you'll need a lot of them for AIBO.

We know that most of you are here for games, but we also hope that you'll give Gear a chance. This in mind, we're open to suggestion. So enjoy the stories, discover the joys of the new AIBO, and let us know what you think.

See you in a month.

For more Gear news, reviews, previews & more, visit <http://formen.ign.com>.



Feature Story ::

064 :: How much is that AIBO in the window?

Also In This Issue ::

066 :: Previews

067 :: Review



Review :: Samsung N200 Cell Phone
Samsung's New Cell



Preview :: Crumpler Bags
Unbreakable

Editor's Most Wanted ::

- 1 :: A domestic Subaru WRX STi
- 2 :: Panasonic DMR-E20 DVD recorder
- 3 :: New Sony AIBO
- 4 :: 20GB Creative Nomad Jukebox
- 5 :: More gifts from the readers

Office Abuse ::
Mike's rear end is
suh-wheat.

AIBO



Entertainment Robot **AIBO** [ERS-311/312]



On May 31, 1999 the first-generation AIBO went on sale at the Sony Japan website. The Japanese run of 3,000 units sold out in 20 minutes, not bad for a \$2,000.00 artificial pet. This phenomenon earned the pooch a much-coveted spot in the Guinness Book of World Records as the Fastest Selling Robot Pet in history. The 2,000 AIBOs allotted to the US market were scooped up in a scant four days.

Sony was armed to the teeth when they released the second-generation AIBO in November 1999: 10,000 units slotted for a simultaneous worldwide launch. 135,000 applications for adoption poured into Sony over the next ten days. 10,000 lucky owners were selected in a random drawing.

On October 1, 2001 Sony will begin taking reservations for the next iterations of their robot pal: LATTE (ERS-311) and MACARON (ERS-312). Delivery will begin, and retail purchase will be available, on October 27, 2001. With a suggested retail price of \$850.00, these dogs will be the most affordable AIBOs ever.

Sony is plainly aiming the new AIBOs at a much more mainstream audience. The early models had a much more high-tech, robotic look about them. Rounded and friendly looking, LATTE and MACARON are much cuter than their predecessors were. I think they're adorable, but one IGN editor thought the new look was downright creepy.

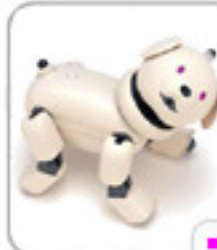
Katsura Moshino designed everything from the dogs themselves to the beautiful software packaging. A well-known visual designer, Moshino has worked on everything from album covers and videos to Nike billboard campaigns. Sony made an excellent choice with Moshino, whose revamped AIBO aesthetic is stunning.

Sony also switched to a non-alphanumeric name for the first time. ERS-311/12 doesn't exactly roll off the tongue. LATTE (espresso with hot or streamed milk) and MACARON (a misspelled and mispronounced version of "macaroon," which is a small cookie made primarily of egg whites and sugar and flavored with almond or coconut) are much more endearing.

LATTE and MACARON are packed with most of the familiar AIBO features and loaded with new functions and abilities. The most useful improvement is the advanced speech-recognition software, which gives AIBO a 75-word vocabulary as well as the ability to learn his/her name. You can name your AIBO and it will recognize and respond to your calling, so long as it's well pronounced.

In addition to human speech, AIBO has a variety of tonal and movement-based communication options at its disposal, the most striking of which is AIBO Melody. Basically a theremin – an electronic musical instrument that produces tones based on hand movements around an electrode, as in Good Vibrations by The Beach Boys – AIBO Melody lets users generate sound by moving their hands around AIBO's nose. Theremins are fairly obscure contraptions, but are extremely fun to play. Kudos to Sony for including such a strange feature.

The Mimic Mode enables AIBO to repeat human speech in a tonal animalistic language. I didn't get to hear it while I the AIBOs were here in the office, but it seems that the repeated sounds will resemble Scooby-Doo's speech.



SONY



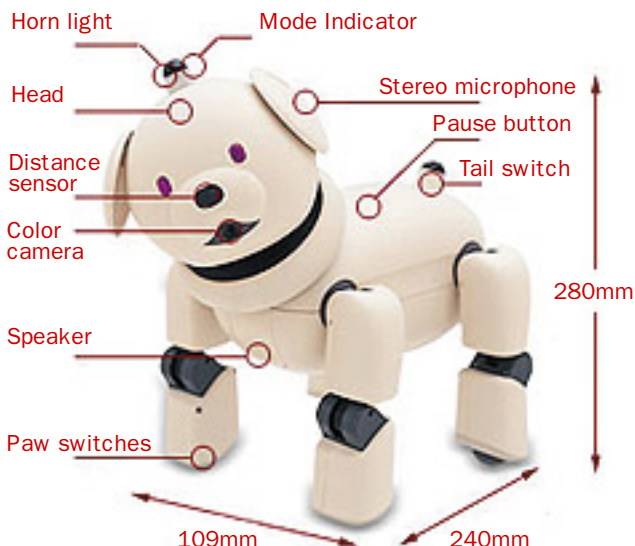
AIBO **LM**



Entertainment Robot **AIBO** [ERS-311/312]



AIBO [SPEC]



LATTE and MACARON will both be able to communicate with older AIBOs, who didn't have speech recognition but were rather controlled through tones generated by a small remote control.

Lastly, you can sing simple passages and have AIBO hum them back to you - do re me style.

LATTE and MACARON are outfitted with impressive video modes as well. A digital still camera is mounted in AIBO's mouth and can capture stills at 640 x 480 resolution. While this modest resolution won't produce top-quality images, the camera is a gun feature. You can also set up AIBO as a watchdog of sort with its motion capture function. In this mode AIBO will automatically snap a shot when it detects motion with its IR sensor.

Images and sounds are stored on a Memory Stick, which fits into a small compartment on AIBO's belly. The unit, naturally, doesn't ship with a card, but they are readily available wherever Sony products are sold. You can use the Memory Stick to transfer images from, say, AIBO to your Sony digital camera.

Though the flashing LED "eyes" are gone, AIBO can express emotions - joy, sadness, anger, surprise, fear, and discontent - with a three-colored light atop his/her head. The light flashes varying degrees of red, green, or blue to express feelings. These feelings work in conjunction with AIBO's instincts - love, explore, sleep, hunger, and eat (charge) - and owner involvement in order to help him/her "learn."

Movement is achieved by means of fifteen motors: three in the neck and three in each of the legs. There is no longer a tail motor, but it is still an active part of AIBO's anatomy. You can use it to enter certain modes and to scold/praise AIBO: a quick flick registers as punishment while a circular motion registers approval.

As far as learning, there are different software options available. I am not sure which packages will be available eventually, but there will be two at launch. You can slip in a Stick and have a grown-up pooch (AIBO Pal) or let it develop by itself with a learning program (AIBO Life).

AIBO ships with a charging stand, and AC adapter, a Lithium-Ion battery, the manual, and AIBO's trademark pink ball.

The really lucky AIBO owners are in Japan, where a new anime series will launch with AIBO's release. The star of the show is LATTE and MACARON plays a minor role. The show will play special tones at certain times that will elicit reactions from AIBO, so you can really sit down and watch TV with your little buddy. Unfortunately, there are no plans for any such TV show outside of Japan.

Granted, \$850.00 is a lot of money to drop on a pet/toy. However, I think AIBO's level of sophistication, not to mention the undeniable wow factor, justifies the price. And if you are considering bringing LATTE or MACARON into your life, you needn't worry about the well running dry: The production runs are not limited this time around.

Now if my funds were unlimited I'd have nothing to worry about.

- Mike Wiley ■

SONY



AIBO [PAL]



Software that operates as a fully mature AIBO.

AIBO [LIFE]



Software for raising AIBO from a baby to an adult.





Gear :: Preview

CRUMPLER BAGS ::

Unbreakable (price: \$20 - \$125)



I was heartbroken to learn that Globe Canvas was out of the messenger bag business. A rider I knew in Manhattan actually gave me his Globe – no small occasion if you've ever owned one. That was 1988 and he had already used it for years in the city.

A good bag must be tough and look tough. Globes were tough. And they looked tough. Manhattan Portage is not tough, unless Urban Outfitters and Old Navy is your idea of tough. Crumpler bags are tough. And they look tough.

I hadn't heard of Crumpler until a couple weeks ago. It just so happens that one of the folks there also has his finger in the pot of an electronics company. At any rate, he surprised me with a box of Crumpler bags recently. And while the full review story isn't due up for a couple weeks, I thought I'd give you a sneak peek.

All Crumplers share certain characteristics: DuPont Cordura Plus fabric, size 10 (huge) zippers, ripstop lining, and industrial webbing. They're also all waterproof. As for construction and padding, Crumplers are beyond anything you've ever seen. Ridiculously thick and full of dense padding material, I've packed mine with electronics and dropped it from about seven feet with no breakage at all. They're that good.

Besides being tank-like in terms of protection, the bags come in quite an array of shapes and sizes - everything from the enormous Bees Knees to the diminutive Nad Sac. Most bags are available in several color schemes.

If you're looking for a Crumpler, you might have to try several different avenues. For instance, here in San Francisco they're sold at Adolph Gasser, a high-end camera shop. (Yes, Crumpler makes camera bags.) You can also order one from the official site: www.crumplerusa.com. Either way, you'll be in damn good shape.

– Mike Wiley ■

Gear :: Preview

KLIPSCH PROMEDIA 5.1 ::

New Gold Standard? (price: \$400)



Klipsch has a stunning track record with multimedia speakers. It all started with the ProMedia v.2-400 system, which set the standard for sonic glory on the desktop. And Klipsch really just ran with it from there. The updated ProMedia 4.1s and their younger brother, the three-speaker 2.1s, were nicely tweaked while the outstanding Klipsch sound was maintained.

The time is right for Klipsch to make the jump to a full-blown 5.1 system, which they do with the aptly named ProMedia 5.1 speakers. If their past accomplishments have anything to bear on the 5.1s, which they no doubt do, you can be certain that this will be the computer audio system to have.

Like most surround systems, these ProMedias are compromised of six speakers: four satellites, one center, and a subwoofer. Each of the main speakers has a three-inch driver and a .75-inch tweeter. In the long tradition of Klipsch loudspeakers, the tweeters use a horn design. In order to provide extra oomph for games and movies, the sub is outfitted with dual eight-inch drivers.

The ProMedia 5.1s max out at 500WPC spread over the whole system. While this is plenty of brawn, you'll have to use the brains of another piece of equipment, because the 5.1s have no decoders of any kind. They accept decoded signals through six discreet inputs.

One of the more striking aspects of the system is the control pod. Klipsch typically places controls on a satellite, but you adjust front volume, rear volume, and subwoofer level with a small, ovine device.

Of course, all of these features would mean nothing without great sound. And while I haven't heard the system yet, I am confident that it will live up to the expectations set by previous ProMedia Systems.

– Mike Wiley ■



Gear :: Review

SAMSUNG N200 CELL PHONE

Samsung's New Cell

The N200 is the successor to Samsung's immensely popular SCH-3500, which was the company's best selling cell phone. While the N200's feature list is almost identical to its predecessor's, Samsung did a nice job of reworking and shrinking the case. If you are in the market for a new cell phone, and don't have a loyalty to any particular service provider, then the N200 should be on your shortlist.

THE BASICS ::

- **Dual mode operation (CDMA/analog)**
- **Voice calling**
- **238-number phone book**
- **Date book**
- **128 x 96 pixel, six-line, backlit LCD**
- **Caller ID, call forwarding, call waiting, and three-way calling**
- **Recharging dock**
- **Dimensions: 4.3" x 1.9" x 0.9"**

Pictures of the N200 make it look larger than it actually is. In fact, it even looks rather large in life, at least until you put it next to a Nokia. It seems big because of the flip cover hinges. Without these hinges it's only a hair wider than my 8260 – highly portable. The N200 is light no matter how you slice it. With the standard battery the phone weighs in at 4.7 ounces, noticeably lighter than last year's model.

As for the design, Samsung really hit the mark. The big news is the joystick, with which you navigate all menus and do much of your surfing. The stick is short and somewhat broad – very comfortable and very sturdy. In addition to directional control, you can depress the stick in order to make selections. This small joystick makes for incredibly easy operation, especially during one-handed use.

The six-line LCD is very sharp and highly legible. The backlight is strong and you can set how long it stays on. During calls the LCD isn't so important, but for web browsing it's crucial.

Speaking of surfing, the N200 performs very well. Obviously, ideal applications are small tasks: stock prices, airline info, movie times, etc. Reading this story on the phone, for example, would be a nightmare. I read a couple IGN stories, but first the left nav bar is displayed, then all kinds of html messiness, then the story. It's possible but impractical.

As for phone performance, the N200 did very well. I hear people talking trash about Sprint all the time. However, I have had nothing but positive experiences with them. If you live in a rural area – that's supposedly Sprint's weak hand – you

might want to try a friend's service or do a little local research before signing any plans. You city folk will be fine with Sprint, though.

The N200 comes with 20 preprogrammed (and highly annoying for the most part) ring tones, three custom ring slots, and a vibrating alert.

Depending on the deal you can strike, the N200 will be anywhere from \$150.00 to \$200.00. It's not a cheap phone, but the number of features and capabilities justify the price. It can be hard for a product to hit the right balance between power and user friendliness, but the N200 does it with aplomb. – **Mike Wiley** ■



Details ::

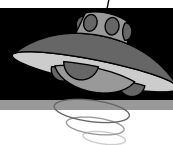
Manufacturer :: Samsung

Price :: \$200.00

Availability :: Now

Score out of 10

8.0



Sarah Kuhn

This Month in Sci-Fi ::

Summer is usually the barren season as far as our televisual landscape goes. No new shows, reality-based crap-a-go-go, and infomercials that make one long for the return of the Flowbee.

This summer, though, it seems like certain networks (mostly cable) have taken it upon themselves to ensure freshness during these hottest of months. Thus, we've got new *Farscapes* and *Invisible Mans* on Sci-Fi Channel, try-out series like the Scooby-esque *Dead Last* on The WB, and even brand new bags like Cartoon Network's phenom-in-the-making *Samurai Jack* (see review in this ish).

With fall now upon us and the new TV season right around the corner, we can only hope that the other nets take note of all the coolness that's been broadcast this summer. After all, the new *Star Trek*'s gotta revitalize the franchise, *Buffy*'s resurrection has gotta be spectacular, and The *X-Files* must exist Duchovny-less.

No small challenges, these. But if the guys behind these shows take their cues from this summer, well...you won't be able to pry me away from the TV 'til Christmas.

For more Sci-Fi news and more, visit
<http://scifi.ign.com>.



Feature Story ::

069 :: *Slayers and Star Trek: Fall TV 2001*

Also In This Issue ::

071 :: Review - Cartoon Network's *Samurai Jack*

072 :: Comic Reviews



Review :: *Samurai Jack*

Genndy Tartakovsky's latest creation is a stylish cavalcade of imagery.



Review :: New X-Men Annual 2001

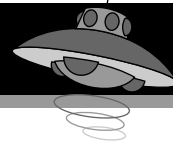
Cool as Frost.

Editor's Most Wanted ::

- 1 :: Spin-Attack aku doll from *Samurai Jack*
- 2 :: *Trigun* Kubrick set
- 3 :: *Hopeless Savages* #1
- 4 :: Cheerleader Cordelia variant figure
- 5 :: Lil' Enid figure from *Ghost World*

Office Abuse ::

Sarah Kuhn is building a small army of action figures who worship the very ground she walks on.



FEATURE ::

SLAYERS & STARTREK



FALL TV 2001

by Sarah Kuhn



It's a brand new season – get the goods on what to watch before you tune in.

Slayers back from the dead! Teen dream Superman! Starfleet captains played by Scott Bakula! Events like this come once in a lifetime (well, OK, maybe twice. Or four times.), and that time is upon us. It's...Fall TV 2001!

Though it may seem like the genre offerings are fewer than last year, one hopes that the nets have sacrificed quantity for quality...or at least have it in their collective heart to give the new batch o' shows more than three airings to prove themselves. Below, we've rounded up the vital stats on the top five shows we're already groovin' to...read up and be all knowledgeable before the season kicks in.

Show: *Enterprise*

Status: New

Premiere: September 26

Network: UPN

The captain is a dashing, rakish lad with a name to match. His crew includes a coolly logical Vulcan and an eccentric, kooky Chief Engineer. Space is a glorious, uncharted mess of stars to be explored. Sound familiar?

The folks behind the latest offering in the mighty *Star Trek* franchise are sure hoping so. *Enterprise*, starring *Quantum Leap*-er Scott Bakula as Captain Jonathan Archer, is set in the days before Kirk and Spock and capitalizes on the thrill of space exploration. This ship is meant to be a little grungier than the squeaky clean interiors of *Voyager*, recapturing that down 'n' dirty, let's-rumble-with-a-Klingon feeling embodied by the orange papier-mache rocks in the original series. Of course, special effects wizardry these days means that we probably won't be seeing anything quite so flimsy...or that Bakula and Co. are going to sport the tasteful polyesters and miniskirts favored by Kirk's crew.

Show: *Buffy the Vampire Slayer*

Status: Returning for season 6

Premiere: October 2

Network: UPN

She's got a new network, a new batch of episodes, and a stellar supporting cast. And oh, yes...she's dead.

The million dollar question, then is...how does Slayer mastermind Joss Whedon plan on bringing our girl Buff (Sarah Michelle Gellar) back? Whedon's keeping characteristically mum on this point, but he will say that our beloved Scooby Gang has their work cut out for them in terms of becoming real grown-ups. "Basically, they enter the adult world and find, 'Oh, that's why adults seem so stupid, this is really hard!'" he says. "College, even though it has unprecedented freedom, has a safety net. Although Willow (Alyson Hannigan) and Tara (Amber Benson) will still be in college, not everybody will. Juggling life and trying to become a grown-up all of a sudden is really what it's about. That will also be reflected in the villains. And everybody's gonna make a lot of really bad choices -- but about more grown-up things than before."

Also in the works for season six: the long-awaited musical episode.

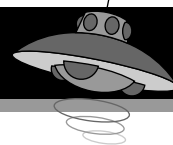
Show: *Smallville*

Status: New

Premiere: October 16

Network: The WB

Look, up in the sky: it's Dawson Leery, it's Felicity Porter, it's...Superman?! That's right, folks. For their latest outing aimed at the Clearasil crowd, The WB is taking the Man of Steel out of tights and plopping ▶



FEATURE :: Cont...

SLAYERS & STARTREK



FALL TV 2001

by Sarah Kuhn



It's a brand new season – get the goods on what to watch before you tune in.

him into the town from whence he came: Smallville, Kansas, a tiny burg that once played host to a mysterious, destructive meteor shower. Teenage Clark Kent is high-cheekboned, clear-skinned, and "popular yet awkward," which probably makes him a big hit with the lay-deez. He's also attempting to puzzle out his strange origins and his burgeoning new powers. And oh, yes, he's just struck up a friendship with a volatile teen named Lex Luthor.

The buzz around this show is already phenom-level, but it's unclear if it's going to hit with teens, Supe-fans, or...neither. Ah, well, at any rate, it's gotta be better than the last season of *Lois and Clark*.

Show: *The X-Files*

Status: Returning for season 9

Premiere: November 4

Network: Fox

We'll be the first to admit that we have a somewhat conflicted relationship with the *Files* these days. Still, we continue to watch, and there's no denying that crackerjack performances from new recruit Robert Patrick (as John Doggett), dignified vet Gillian Anderson (as Dana Scully), and solid-as-a-rock Mitch Pileggi (as Skinner) keep us transfixed.

Creator Chris Carter and Co. up the ante next season (which will likely be Mulder-less) by adding a bona fide Warrior Princess – Xena herself. Lucy Lawless will have a guest role next season in the first two episodes and will likely pop up in episodes after that.

Annabeth Gish is also back as spiritually in-touch Agent Monica Reyes, and *Princess Bride* leading man Cary Elwes

is set to guest as her ex-boyfriend, FBI Assistant Director Brad Follmer. With so many new faces populating the airwaves, we can only hope the *Files* stays fresh.

Show: *Futurama*

Status: Returning for season 4

Premiere: Late 2001

Network: Fox

This show is ever so beloved to us, yet it keeps getting the short end o' the stick from Fox – too-early timeslot, episodes pre-empted for sports, etc...

In fact, there are a couple of episodes in the can that never aired last year – we should be seeing them this season. Among these is a second "Anthology of Interest" episode, which features various "what if?" scenarios. "One of the segments is Bender asking what life would be like if he were a human," exec producer David X. Cohen told attendees of July's San Diego Comic-Con. "His behavior remains similar, but his body can't handle it."

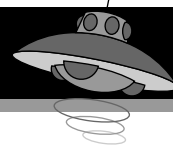
Also slated is last year's Christmas episode, "A Tale of Two Santas," which was deemed inappropriate for airing by Fox. Luckily, the ep should get a later timeslot this season, and it's well worth the wait – Bender dons a Santa suit and Coolio pops in as "Kwanzaa-Bot."

– Sarah Kuhn ■

Stay tuned to:

<http://scifi.ign.com/indexes/tv.html>

for all of our daily SciFi TV Coverage

**Sci-Fi :: Review**

SAMURAI JACK

Genndy Tartakovsky' latest creation is a stylish cavalcade of imagery.
(Cartoon Network - Monday's @ 8pm)

Aku, the slithering, shape-shifting nemesis of Samurai Jack's title character, is one of the most delicious villains committed to animation in recent memory. With his teeth curled into a ghoulish perma-grin, fiery orange accents complementing a flowing physique, and penchant for referring to himself often and in the third person, he's like Sleeping Beauty's Maleficent crossed with Doctor Doom.

It's a testament to the creative joys of Samurai Jack that a villain that could have easily been rendered in stale, one-note tones is startlingly fresh and menacing. In fact, this whole series is bursting with that sort of creative joy – the kind of brightly-toned imagery that snap, crackles and pops because of the sheer force of imagination behind it.

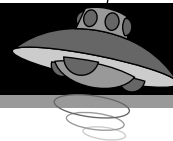
Said imagination belongs to Genndy Tartakovsky, the mad mastermind behind Dexter's Laboratory. In Jack, Tartakovsky finds a decidedly more somber hero. As a child, Jack's homeland is overtaken by evil Aku, who destroys the land and enslaves its people. Jack is sent away to learn the ways of the samurai, and travels all over the world doing so. When he returns, he takes on Aku one-on-one – but the evil shapeshifter somehow flings Jack into a distant future, a future where Aku rules supreme. Once Jack figures out what has happened, he makes it his mission to defeat Aku and return to his own time, hoping to undo all the evil Aku has brought to the world.

Though Aku's sleek machinations are some of the chief delights of Jack, its stoic hero is no shrinking violet. Noble and mostly silent, Jack moves with lovely grace, leaping and darting through the air. He's also got wonderfully expressive eyes, which narrow and widen in relation to his myriad of moods. He may initially seem to be your stock strong silent type, but I have a feeling he's gonna be a treat to follow.

Luckily, Jack is also enlivened by Tartakovsky's anarchic humor, which expresses itself in the form of various supporting characters. For example, the trio of talking dogs Jack encounters in the first trio of episodes bear many shadings from cartoon canines past – the fussy British one has that Mr. Peabody vibe going on. They're also infused with a few shadings from Dexter's, mostly through the off-the-wall amusement gleaned simply from the fact that the animated pooches are talking. Heh, talking dogs. Funny. You just gotta dig the juxtaposition between this kind of off-the-wall zaniness and Jack's stoic visage.

– Sarah Kuhn ■





Sci-Fi :: Review

ELEKTRA #1 ::

International woman of mystery.

Writer ::

Brian Michael Bendis

Artist ::

Chuck Austen



Bendis. Elektra. C'mon, you know it's good. Do you really need to read a review?

Versatility is the mark of a good writer, and Bendis certainly has that kind of range. Ultimate Spider-Man has a charming naivete to it, but this, this is just dark. Elektra is hired by S.H.I.E.L.D. to go into the Middle East and take out a strongman, and along the way she menaces a man's crotch with her sai and later gets into a gory firefight in which the limbs fly and the bodies stack up like cordwood. Stupid me, I thought Marvel was launching its mature readers line later this year.

The storytelling is decent, but not yet Powers or Ultimate Spider-y; there's a nice flashback-introductory thing explaining who Elektra is, but there's no satisfactory explanation as to why she's not dead. Then again, it's still very early, and there's plenty of time for this one to get going.

What doesn't need to "get going" is the art. If Marvel keeps this up I'm going to have to brush up on my art history just to come up with the proper terminology to describe all these styles. This doesn't in any way look like your standard comic book art. It looks painted, all watercolors. All very violent and arty at the same time, like a French caper film or an Italian gangster movie. Too cool.

Rating: BUY IT!

– Jason Bates ■

Sci-Fi :: Review

:: NEW X-MEN ANNUAL 2001

Cool as frost.

Writer ::

Grant Morrison

Penciler ::

Leinil Yu

Inkers ::

Gerry Alanguilan



This ish has to get props for its unusual format – "Marvelscope." It's horizontal rather than vertical, looks kinda like some wacky booklet, and makes the most out of its space with a tough, blotchy cover spread featuring Cyclops, Wolverine, and Emma Frost. Niiii-iiiice.

Thankfully, the story inside's pretty sweet, too. It's all about an imprisoned mutant named Xorn (who's sorta like the man in the iron mask) and a motivational speaker named Sublime who wants to harvest mutant body parts and make regular ol' humans into mutants. With his massive, toothy grin and perfectly-gelled hair, you just know he's up to very bad things.

Investigation and action-packed intrigue make up most of the ish, all made that much more cinematic by the book's format and lovely, detailed pencils by Leinil Yu.

And, as this ish demonstrates, New X-Men's best idea yet may just be its pairing of writer Morrison with the slinkily seductive White Queen. Under Warren Ellis and Brian Wood's Gen X run, she regained much of her chilly attitude and sharp-as-ice demeanor. Morrison continues in that vein and tugs at the contradictory sleek sexuality underneath her frosty countenance. Her 'tude – not to mention her not-too-subtle advances towards Cyclops – should make for an intriguing element of team dischord.

Overall, this is one great read. I'm just gonna have to keep saying it of this book: the X-Men are now officially cool again.

Rating: BUY IT!

– Sarah Kuhn ■



Chris "El Sexo" Carle

This Month in Codes ::

When last we met, you were wearing a red dress. I was in tweed pants and loafers. You had that special gleam in your eye... the gleam that said "Gimme codes, you two-bit hussy." So I've done just that. I've gotten you your precious codes. I hope you're happy.

I've got codes for Resident Evil CODE: Veronica X, NFL GameDay 2002, and Mario Kart, plus GameShark codes for Saiyuki: Journey West. I've put together a full list of Campus Cards from NCAA Football just for you. In addition, I've got strategy for the first half of the viking adventure game Rune.

You wanted a full month, and you got it. Happy? I still love you, you know. I still think about you. A lot.

For more codes, guides, hookers & more, visit
<http://codes.ign.com>.



Featured Guide ::

081 :: Rune: Viking Warlord

A guide to help you get started in this Viking adventure.



Codes :: NCAA Football 2002

Full card list!

Editor's Most Wanted ::

- 1 :: Burnout (PS2)
- 2 :: Harvest Moon (PS2)
- 3 :: Animal Forest (GCN)
- 4 :: Tony Hawk's Pro Skater 3 (PS2)
- 5 :: TransWorld Surf (Xbox)

The Codes ::

Resident Evil CODE: Veronica X (PS2)

Mario Kart Super Circuit (GBA)

GameDay 2002 (PSX)

Tony Hawk's Pro Skater 2 (GBA)

GameShark Codes : Saiyuki (PSX)

NCAA Football 2002 (PS2)

Office Abuse ::

Sad but true: Chris used to be in a club called "The Cabbage Patch Dudes."



Resident Evil CODE: Veronica X (PS2)

Get Special Journal

Go to the slot machine in the palace each time through the Battle Game (with the same character). Usually on the third try a special journal will be there. It belongs to someone named D.I.J. Who could that be?

Unlock Linear Launcher for Battle Game

Get an A ranking with the two Claires, Steve, Chris, and Wesker in the Battle Game to unlock the Linear Launcher. Once you gain it, it will automatically appear in your inventory when you begin the Battle Game again.

Unlock Rocket Launcher

Complete the main game of Code Veronica X with an "A" Ranking to earn the Rocket Launcher. To do this, you must not use First Aid Spray, not save your game, not retry, save Steve from the Luger room quickly, give the Medicine to your jailer Rodri-go... and finish in under four hours, thirty minutes. Then, when you begin another game, the Launcher will be available from the first Item Box you run across.

Unlock Steve for Battle Game

Unlock Steve in the Battle Game by solving a puzzle in the main game. In the underground Save Room in Chris' walkthrough, complete the drawer puzzle in the corner. Grab the Gold Luger to unlock Mr. Burnside.

Unlock Wesker for Battle Game

Unlock Albert Wesker for use in the Battle Game by beating the Battle game with Chris Redfield.

Unlock the Battle Game

Beat Code Veronica X once to unlock the Battle Game. Chris and Claire Redfield will be available as playable characters.

Mario Kart Super Circuit (GBA)

Boost From Starting Line

A common move in all Mario Kart games is the ability to boost right from the starting line. This is done the same way in the GBA version of the game. To do it, you need to press the accelerator as soon as the green light comes on. You need perfect timing to do it, but if you do you'll boost ahead of the other racers right at the start.

New Title Screen

To see the new title screen (which just features an orange background instead of blue), complete all the circuits in 50cc, 100cc, and 150cc.

Unlock Classic SNES Tracks in GP mode.

In order to unlock each classic cup you must first complete the entire circuit one time with at least a gold in each race. Then play through each cup one more time and collect at least 100 coins and the Classic SNES version of that cup will then be unlocked.



Mario Kart Super Circuit (GBA) cont.

Unlock Classic SNES Tracks in Time Trial

Once you have unlocked the SNES tracks in 150cc you will then be able to play through them in the Time Trail mode.

Unlock Special Cup

To unlock the final circuit, Special Cup (which includes Star Road), all you need to do is get a gold trophy in each of the earlier races.

Tony Hawk's Pro Skater 2 (GBA)

Unlock Mindy

To unlock Mindy, the female cop, hold R and press A, Left, Left, Up, Right, B, A, and Start at the main menu.

submitted by Sonic2Epsilon

GameDay 2002 (PSX)

Cheat Codes

Go to the Cheat Codes screen and enter the following phrases to unlock the corresponding cheat:

989 SPORTS: Players named after 989 team.

ALL BOBO: All players will have the last name "Bobo."

BASKETBALL: Players will be named after NBA superstars.

BIG PIG: Make the football large.

CREDITS: Watch the game's creits.

ENDURANCE: Give your players more endurance.

EURO LEAGUE: Players will be named after NFL Europe stars.

FASHION SHOW: Cheerleaders' pictures will appear after the game.

FATIGUE: This will reduce your players' fatigue.

GRUDGE MATCH: This unlocks the GameDay stadium.

LINE BUSTER: This will improve your defensive line.

OVAL OFFICE: Players will be named after Presidents
of the United States of America.

PENCILS: Makes all players thin and tall.

POP WARNER: Players float above the field.

SUPER FOOT: This makes your running back better.

TINY: Makes all players big and fat.

GameShark Codes



Saiyuki: Journey West (PSX)

Inf HP-All Weres 8013722a03e7

Inf HP-B.Dragon 8013722a03e7

Inf HP-Gojo 8013706a03ef

Inf HP-Goku 80136fc200ff

Inf HP-Great Ape 8013722a03e7

Inf HP-Hakkai 80136ffa03e7

Inf HP-Kikka 801370a203e7

Inf HP-Ryorin 8013703203e7

Inf HP-Sanzo 80136f8a00ff

Inf MP-All Weres 8013722c03e7

Inf MP-B.Dragon 8013722c03e7

Inf MP-Gojo 8013706c03ef

Inf MP-Goku 80136fc400ff

Inf MP-Great Ape 8013722c03e7

Inf MP-Hakkai 80136ffc03e7

Inf MP-Kikka 801370a403e7

Inf MP-Ryorin 8013703403e7

Inf MP-Sanzo 80136f8c00ff

Inf Money 80137714ffff

Inf Were Points 300ebe440005

Inf Were Points-Goku 300ebe440005



NCAA Football (PSX)

#	CARD	HOW IT WORKS
0	Air Force	When this pennant is played, this team will receive a ratings boost at the position of your choice.
1	Akron	When this pennant is played, this team will receive a ratings boost at the position of your choice.
2	Alabama	When this pennant is played, this team will receive a ratings boost at the position of your choice.
3	Alabama A&M	When this pennant is played, this team will receive a ratings boost at the position of your choice.
4	Alabama St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
5	Alcorn St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
6	Arizona	When this pennant is played, this team will receive a ratings boost at the position of your choice.
7	Arizona St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
8	Arkansas	When this pennant is played, this team will receive a ratings boost at the position of your choice.
9	Arkansas St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
10	Arkansas Pine-Bluff	When this pennant is played, this team will receive a ratings boost at the position of your choice.
11	Army	When this pennant is played, this team will receive a ratings boost at the position of your choice.
12	Auburn	When this pennant is played, this team will receive a ratings boost at the position of your choice.
13	Ball St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
14	Baylor	When this pennant is played, this team will receive a ratings boost at the position of your choice.
15	Bethune-Cookman	When this pennant is played, this team will receive a ratings boost at the position of your choice.
16	Boise St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
17	Boston College	When this pennant is played, this team will receive a ratings boost at the position of your choice.
18	Bowling Green	When this pennant is played, this team will receive a ratings boost at the position of your choice.
19	Brown	When this pennant is played, this team will receive a ratings boost at the position of your choice.
20	Buffalo	When this pennant is played, this team will receive a ratings boost at the position of your choice.
21	BYU	When this pennant is played, this team will receive a ratings boost at the position of your choice.
22	California	When this pennant is played, this team will receive a ratings boost at the position of your choice.
23	Central Michigan	When this pennant is played, this team will receive a ratings boost at the position of your choice.
24	Cincinatti	When this pennant is played, this team will receive a ratings boost at the position of your choice.
25	Clemson	When this pennant is played, this team will receive a ratings boost at the position of your choice.
26	Colorado	When this pennant is played, this team will receive a ratings boost at the position of your choice.
27	Colorado St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
28	Columbia	When this pennant is played, this team will receive a ratings boost at the position of your choice.
29	Cornell	When this pennant is played, this team will receive a ratings boost at the position of your choice.
30	Dartmouth	When this pennant is played, this team will receive a ratings boost at the position of your choice.
31	Delaware St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
32	Duke	When this pennant is played, this team will receive a ratings boost at the position of your choice.
33	Eastern Michigan	When this pennant is played, this team will receive a ratings boost at the position of your choice.
34	East Carolina	When this pennant is played, this team will receive a ratings boost at the position of your choice.
35	Florida	When this pennant is played, this team will receive a ratings boost at the position of your choice.
36	Florida A&M	When this pennant is played, this team will receive a ratings boost at the position of your choice.
37	Florida St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
38	Fresno St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
39	Georgia	When this pennant is played, this team will receive a ratings boost at the position of your choice.
40	Georgia Tech	When this pennant is played, this team will receive a ratings boost at the position of your choice.
41	Grambling St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
42	Hampton	When this pennant is played, this team will receive a ratings boost at the position of your choice.
43	Harvard	When this pennant is played, this team will receive a ratings boost at the position of your choice.
44	Hawaii	When this pennant is played, this team will receive a ratings boost at the position of your choice.
45	Houston	When this pennant is played, this team will receive a ratings boost at the position of your choice.
46	Howard	When this pennant is played, this team will receive a ratings boost at the position of your choice.
47	Idaho	When this pennant is played, this team will receive a ratings boost at the position of your choice.
48	Illinois	When this pennant is played, this team will receive a ratings boost at the position of your choice.
49	Indiana	When this pennant is played, this team will receive a ratings boost at the position of your choice.
50	Iowa	When this pennant is played, this team will receive a ratings boost at the position of your choice.
51	Iowa St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.

**NCAA Football (PSX) cont.**

#	CARD	HOW IT WORKS
52	Jackson St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
53	Kansas	When this pennant is played, this team will receive a ratings boost at the position of your choice.
54	Kansas St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
55	Kent St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
56	Kentucky	When this pennant is played, this team will receive a ratings boost at the position of your choice.
57	Loisiana Tech	When this pennant is played, this team will receive a ratings boost at the position of your choice.
58	Louisville	When this pennant is played, this team will receive a ratings boost at the position of your choice.
59	LSU	When this pennant is played, this team will receive a ratings boost at the position of your choice.
60	Marshall	When this pennant is played, this team will receive a ratings boost at the position of your choice.
61	Maryland	When this pennant is played, this team will receive a ratings boost at the position of your choice.
62	Memphis	When this pennant is played, this team will receive a ratings boost at the position of your choice.
63	Miami	When this pennant is played, this team will receive a ratings boost at the position of your choice.
64	Miami (OH)	When this pennant is played, this team will receive a ratings boost at the position of your choice.
65	Michigan	When this pennant is played, this team will receive a ratings boost at the position of your choice.
66	Michigan St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
67	Mid Tenn State	When this pennant is played, this team will receive a ratings boost at the position of your choice.
68	Minnesota	When this pennant is played, this team will receive a ratings boost at the position of your choice.
69	Mississippi Valley St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
70	Mississippi St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
71	Missouri	When this pennant is played, this team will receive a ratings boost at the position of your choice.
72	Morgan St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
73	Navy	When this pennant is played, this team will receive a ratings boost at the position of your choice.
74	N. Carolina A&T	When this pennant is played, this team will receive a ratings boost at the position of your choice.
75	NC State	When this pennant is played, this team will receive a ratings boost at the position of your choice.
76	Nebraska	When this pennant is played, this team will receive a ratings boost at the position of your choice.
77	Nevada	When this pennant is played, this team will receive a ratings boost at the position of your choice.
78	New Mexico	When this pennant is played, this team will receive a ratings boost at the position of your choice.
79	New Mexico St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
80	Norfolk St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
81	North Carolina	When this pennant is played, this team will receive a ratings boost at the position of your choice.
82	North Texas	When this pennant is played, this team will receive a ratings boost at the position of your choice.
83	Northern Illinois	When this pennant is played, this team will receive a ratings boost at the position of your choice.
84	Northwestern	When this pennant is played, this team will receive a ratings boost at the position of your choice.
85	Notre Dame	When this pennant is played, this team will receive a ratings boost at the position of your choice.
86	Ohio	When this pennant is played, this team will receive a ratings boost at the position of your choice.
87	Ohio St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
88	Oklahoma	When this pennant is played, this team will receive a ratings boost at the position of your choice.
89	Oklahoma St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
90	Ole Miss	When this pennant is played, this team will receive a ratings boost at the position of your choice.
91	Oregon W	When this pennant is played, this team will receive a ratings boost at the position of your choice.
92	Oregon St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
93	Penn	When this pennant is played, this team will receive a ratings boost at the position of your choice.
94	Penn St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
95	Pittsburgh	When this pennant is played, this team will receive a ratings boost at the position of your choice.
96	Prairie View	When this pennant is played, this team will receive a ratings boost at the position of your choice.
97	Princeton When this pe	When this pennant is played, this team will receive a ratings boost at the position of your choice.
98	Purdue	When this pennant is played, this team will receive a ratings boost at the position of your choice.
99	Rice	When this pennant is played, this team will receive a ratings boost at the position of your choice.
100	Rutgers	When this pennant is played, this team will receive a ratings boost at the position of your choice.
101	San Diego St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
102	San Jose St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
103	S. Carolina St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.

**NCAA Football (PSX) cont.**

#	CARD	HOW IT WORKS
104	SMU	When this pennant is played, this team will receive a ratings boost at the position of your choice.
105	South Carolina	When this pennant is played, this team will receive a ratings boost at the position of your choice.
106	Southern	When this pennant is played, this team will receive a ratings boost at the position of your choice.
107	Southern Miss	When this pennant is played, this team will receive a ratings boost at the position of your choice.
108	Stanford	When this pennant is played, this team will receive a ratings boost at the position of your choice.
109	Syracuse	When this pennant is played, this team will receive a ratings boost at the position of your choice.
110	TCU	When this pennant is played, this team will receive a ratings boost at the position of your choice.
111	Temple	When this pennant is played, this team will receive a ratings boost at the position of your choice.
112	Tennessee	When this pennant is played, this team will receive a ratings boost at the position of your choice.
113	Texas	When this pennant is played, this team will receive a ratings boost at the position of your choice.
114	Texas A&M	When this pennant is played, this team will receive a ratings boost at the position of your choice.
115	Texas Southern	When this pennant is played, this team will receive a ratings boost at the position of your choice.
116	Texas Tech	When this pennant is played, this team will receive a ratings boost at the position of your choice.
117	Toledo	When this pennant is played, this team will receive a ratings boost at the position of your choice.
118	Troy St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
119	Tulane	When this pennant is played, this team will receive a ratings boost at the position of your choice.
120	Tulsa	When this pennant is played, this team will receive a ratings boost at the position of your choice.
121	UAB	When this pennant is played, this team will receive a ratings boost at the position of your choice.
122	UCF	When this pennant is played, this team will receive a ratings boost at the position of your choice.
123	UCLA	When this pennant is played, this team will receive a ratings boost at the position of your choice.
124	UConn	When this pennant is played, this team will receive a ratings boost at the position of your choice.
125	UL Lafayette	When this pennant is played, this team will receive a ratings boost at the position of your choice.
126	UL Monroe	When this pennant is played, this team will receive a ratings boost at the position of your choice.
127	UNLV	When this pennant is played, this team will receive a ratings boost at the position of your choice.
128	USC	When this pennant is played, this team will receive a ratings boost at the position of your choice.
129	USF	When this pennant is played, this team will receive a ratings boost at the position of your choice.
130	Utah	When this pennant is played, this team will receive a ratings boost at the position of your choice.
131	Utah St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
132	UTEP	When this pennant is played, this team will receive a ratings boost at the position of your choice.
133	Vanderbilt	When this pennant is played, this team will receive a ratings boost at the position of your choice.
134	Virginia	When this pennant is played, this team will receive a ratings boost at the position of your choice.
135	Virginia Tech	When this pennant is played, this team will receive a ratings boost at the position of your choice.
136	Wake Forest	When this pennant is played, this team will receive a ratings boost at the position of your choice.
137	Washington	When this pennant is played, this team will receive a ratings boost at the position of your choice.
138	Washington St.	When this pennant is played, this team will receive a ratings boost at the position of your choice.
139	West Virginia	When this pennant is played, this team will receive a ratings boost at the position of your choice.
140	Western	When this pennant is played, this team will receive a ratings boost at the position of your choice.
141	Wisconsin	When this pennant is played, this team will receive a ratings boost at the position of your choice.
142	Wyoming	When this pennant is played, this team will receive a ratings boost at the position of your choice.
143	Yale	When this pennant is played, this team will receive a ratings boost at the position of your choice.
144	1st and 5	This cheat will give your team 1st and 5 instead of 1st and 10 for one game.
145	1st & 15	This cheat will give your opponent 1st & 15 instead of 1st & 10 for one game.
146	Against the Wall	This cheat will make it easier to punt the ball and pin your opponent deep.
147	Break Through	This cheat will improve your team's pass rush on defense for one game.
148	Short Changed	This cheat will cause the ref to constantly spot the ball short for your opponent for one game.
149	Butter Fingers	This cheat will increase your opponent's chances of fumbling the football for one game.
150	Cool Breeze	This cheat will cause the wind to be in your team's favor for the entire game.
151	Crossed the Line	This cheat will allow your quarterback to throw a pass after he crosses the line of scrimmage for one game.
152	Diesel	This cheat will increase your team's ability to break tackles for one game.
153	Hands Are Tied	This cheat will not allow your opponent to cause a fumble or intercept a pass for one game.
154	Injury Prone .	This cheat will increase your opponent's injuries for one game.
155	In the Red	This cheat will add additional points to your score when your player is injured during the game.



NCAA Football (PSX) cont.

#	CARD	HOW IT WORKS
156	Jammed	This cheat will increase your DB's chance of jamming his man at the line for one game.
157	Jukers Wild	This cheat will cause your opponent to fumble every time they try to juke for one game.
158	Look Ma No Hands	This cheat will increase your opponent's chances of dropping passes for one game.
159	Picked Off	This cheat will increase your team's chances of intercepting a pass for one game.
160	Precision Passer	This cheat will improve your quarterback's passing accuracy for one game.
161	Protection	This cheat will improve your team's pass blocking on offense for one game.
162	QB Dud	This cheat will case your opponent to throw high, wobbly passes for one game.
163	QB Rocket	This cheat will give your team unlimited passing range for one game.
164	Instant Freplay	This cheat will give your team 5 downs instead of four to make a 1st down.
165	Stick 'Em Hands	This cheat will improve your team's ability to catch the ball for one game.
166	Steel Toe	This cheat will give your team increased kick range for one game.
167	Super Dive	This cheat will increase your team's ability to dive for one game.
168	Thread & Needle	This cheat will make the uprights very narrow when your opponent attempts a field goal for one game.
169	Take Your Time!	This cheat will give your team unlimited timeouts for one game.
170	Tough as Nails	This cheat will make your quarterback almost impossible to sack for one game.
171	Toasted	This cheat will increases yur WR's chance of burning his man deep for one game.
172	Unruly	This cheat will double your opponent's penalty yardage for one game.
173	Wiped	This cheat will increase your opponent's fatigue for one game.
174	Extra Credit	This cheat will give your team 4 bonus points for each interception and 3 points for each sack for one game.
175	Alamo Bowl	Unlocks this bowl.
176	Citrus Bowl	Unlocks this bowl.
177	Cotton Bowl	Unlocks this bowl.
178	Fiesta Bowl	Unlocks this bowl.
179	Gallery Furniture Bowl	Unlocks this bowl.
180	Gator Bowl	Unlocks this bowl.
181	Holiday Bowl	Unlocks this bowl.
182	Humanitarian Bowl	Unlocks this bowl.
183	Independence Bowl	Unlocks this bowl.
184	Insight.com Bowl	Unlocks this bowl.
185	Liberty Bowl	Unlocks this bowl.
186	Las Vegas Bowl	Unlocks this bowl.
187	GMAC Mobile Alabama Bowl	Unlocks this bowl.
188	Florida Bowl	Unlocks this bowl.
189	Motor City Bowl	Unlocks this bowl.
190	Music City Bowl	Unlocks this bowl.
191	Louisiana Bowl	Unlocks this bowl.
192	Orange Bowl	Unlocks this bowl.
193	Outback Bowl	Unlocks this bowl.
194	Peach Bowl	Unlocks this bowl.
195	Rose Bowl	Unlocks this bowl.
196	San Francisco Bowl	Unlocks this bowl.
197	Seattle Bowl	Unlocks this bowl.
198	Silicon Valley Classic	Unlocks this bowl.
199	Sugar Bowl	Unlocks this bowl.
200	Sun Bowl	Unlocks this bowl.
201	Alpha Blitz Stadium	Unlocks this stadium.
202	Dodge City Stadium	Unlocks this stadium.
203	EA Sports Stadium	Unlocks this stadium.
204	Monster Stadium	Unlocks this stadium.
205	Old Egypt Stadium	Unlocks this stadium.



NCAA Football (PSX) cont.

#	CARD	HOW IT WORKS
206	Tiburon Stadium	Unlocks this stadium.
207	2000 All-Americans	Unlocks this team.
208	99 All-Americans	Unlocks this team.
209	98 All-Americans	Unlocks this team.
210	97 All-Americans	Unlocks this team.
211	96 All-Americans	Unlocks this team.
212	95 All-Americans	Unlocks this team.
213	94 All-Americans	Unlocks this team.
214	93 All-Americans	Unlocks this team.
215	92 All-Americans	Unlocks this team.
216	91 All-Americans	Unlocks this team.
217	All-Time Alabama	Unlocks this team.
218	All-Time Florida	Unlocks this team.
219	All-Time Florida State	Unlocks this team.
220	All-Time Georgia	Unlocks this team.
221	All-Time Miami	Unlocks this team.
222	All-Time Michigan	Unlocks this team.
223	All-Time Nebraska	Unlocks this team.
224	All-Time Notre Dame	Unlocks this team.
225	All-Time Ohio St.	Unlocks this team.
226	All-Time Oklahoma	Unlocks this team.
227	All-Time Penn State	Unlocks this team.
228	All-Time Pittsburgh	Unlocks this team.
229	All-Time Tennessee	Unlocks this team.
230	All-Time UCLA	Unlocks this team.
231	All-Time USC	Unlocks this team.
232	Arizona Mascot Team	Unlocks this team.
233	Arkansas Mascot Team	Unlocks this team.
234	Arizona State Mascot Team	Unlocks this team.

#	CARD	HOW IT WORKS
235	Auburn Mascot Team	Unlocks this team.
236	Alabama Mascot Team	Unlocks this team.
237	Clemson Mascot Team	Unlocks this team.
238	Duke Mascot Team	Unlocks this team.
239	Georgia Tech Mascot Team	Unlocks this team.
240	Iowa Mascot Team	Unlocks this team.
241	Kansas St. Mascot Team	Unlocks this team.
242	Miami Mascot Team	Unlocks this team.
243	Mississippi State Mascot Team	Unlocks this team.
244	Michigan State Mascot Team	Unlocks this team.
245	Nebraska Mascot Team	Unlocks this team.
246	Ohio State Mascot Team	Unlocks this team.
247	Oregon State Mascot Team	Unlocks this team.
248	Penn State Mascot Team	Unlocks this team.
249	Purdue Mascot Team	Unlocks this team.
250	Tennessee Mascot Team	Unlocks this team.
251	Texas Mascot Team	Unlocks this team.
252	Florida Mascot Team	Unlocks this team.
253	Georgia Mascot Team	Unlocks this team.
254	VT Mascot Team	Unlocks this team.
255	Washington Mascot Team	Unlocks this team.
256	Wisconsin Mascot Team	Unlocks this team.
257	Giza Mummies Team	Unlocks this team.
258	Sugar Buzz Team	Unlocks this team.
259	Marshals Team	Unlocks this team.
260	Monsters Team	Unlocks this team.
261	Alpha Blitz Team	Unlocks this team.
262	Tiburon Team	Unlocks this team.
263	EA Sports Team	Unlocks this team.

NCAA Football - GameShark Codes

(M) Must Be On EC8985601427082C**Infinite Credits** 0D2177281436089C
4D2177281456089C
0D2172981436089C
4D2172981456089C
0D2325381436089C
4D2325381456089C**Team 1 Scores 0** 4CD650F41456E7A5**Team 1 Scores 99** 4CD650F41456E788**Team 2 Scores 0** 4CF6BB0C1456E7A5
4CD650F01456E7A5**Team 2 Scores 99** 4CF6BB0C1456E788
4CD650F01456E788

Touchdown Celebrations

If you're headed to the endzone with a lot of green in front of you, you can start the celebration early. To do so, hit one of the following buttons to get the desired taunt:

R2: Hold up the football**L1** or **R1:** Point at the sky**L2:** Grip and shake the ball*submitted by Tenniselbow98*

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RUNE

VIKING WARLORD

There has always been a fear of the world's end. Now that fear will come true. As a Viking warrior named Ragnar, it is your job prevent the evil god Loki from summoning Ragnarok, the day legend says will be when God man and beast wage brutal war that will bring the Viking holocaust, and save the world of Midgard. To do this you must protect the Rune of Wotankeld, the Rune stone that holds powers from the Viking god Odin.

Rune Power-Ups



Swords Axes Maces

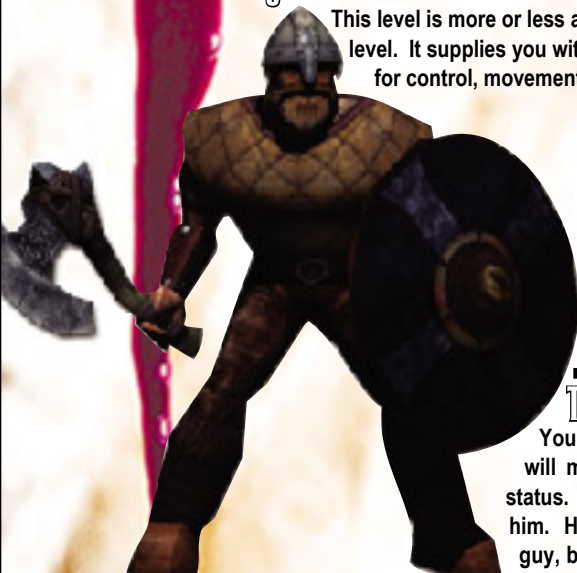
Short Sword – Shield Hand Axe – Spirit Rusty Mace – Blast
Roman Sword – Flame Sword Goblin Axe – Unlimited Throw Bone
Club – Sonic Blast
Broad Sword – Vampiric Attack Viking Axe - Ally Trial Pit Mace – Blaze
Work Sword – Lightning Sigard's Axe – Freeze Work Hammer – Earth
Attack
Battle Sword - Avalanche Battle Axe – Super Damage
Battle Hammer – Stone

Wotankeld

When you gain control of Ragnar, you may speak to the man on the dock. Head up the path towards the village. In the village, you may talk to various allies and friends. They all advise you to head to the long-house to meet Ulf.

Ragnar's Trial

This level is more or less a "get the feel of the game" level. It supplies you with onscreen instructions for control, movement, and exploring.



The Final Test

You are finally at the longhouse. Here you will meet Ulf and battle him for your warrior status. Hit R3 to target Ulf and slash away at him. He puts up little fight for being such a big guy, but he is only the first real action you get.

Conrack Strikes

As you awaken, you find yourself underwater. To exit, quickly turnaround and swim downward until you see a cavern opening. Swim into the cavern and follow the stream out of the level. ►



Into Madness

Ah yes, the depths of Hel, yes Hel. Be sure to grab the axe in the skeleton, as you have lost your items upon drowning, and bash through the wall. Follow the path, at the end, you will have to drop down onto the platforms and work your way across the flaming river and up one of the chains hanging from the ceiling. Hit both switches and move to the next room. Here you will have to climb down the chain to get to the next switch. To get passed the room with one skeleton and the two hanging zombies, you need to hack the zombies until they die and a secret wall will disappear. In the room with the three switches, be sure to hit the one furthest from the entry to give you enough time to complete the puzzle.

Gates of Hel

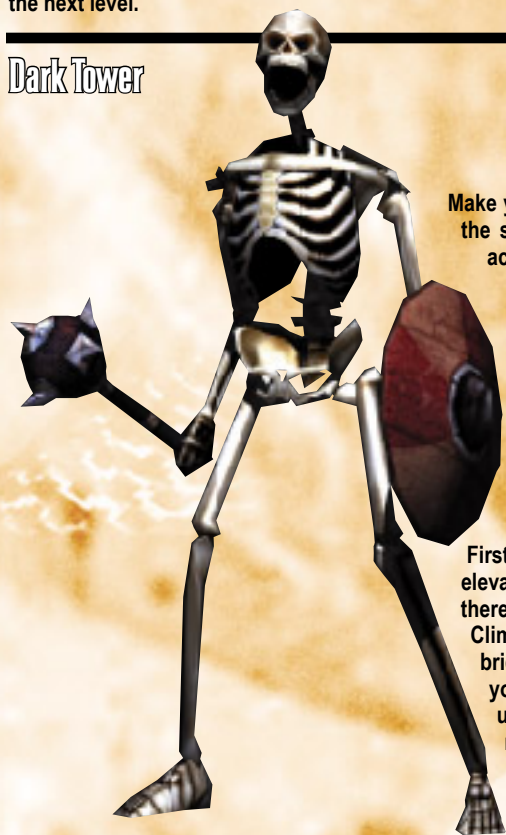
After listening to Odin, jump down the ledges and across the cages. Then head to the other side of the room and jump across the second set of cages. If the upcoming hellhound seems difficult to defeat, do not be afraid to use a rune power-up. The hand axe rune power is recommended to kill the hellhound. After dispatching the hellhound, proceed through the gaping mouth of the wolf and turn left. Climb over the wall and drop down onto the platform with the two switches. You will find a chain around the bend. Climb up the chain, the drop down the hole in the room to get to the next room. Follow the next chain down and look for a switch before dropping down. Hit the switch as quickly as you can. Go through the opening door.

Hel's Chamber

Watch out for the hellhounds! Once again the axe power-up proves useful to defeat the hellhounds. After beating the hellhounds, head down the passageway under the statue of Hel. Find the switch and head back up to the statue room. Head to the passageway on the right and find the next switch. Leave the room and head across to the other side of the statue room and go down that passage now. This will take you to the next level.



Dark Tower



Make your way along the path. You will end up in a room with a fireplace in it. Beware of the skeleton that waits to scorch you when you enter the room. Pull the switch that activates the elevator. Ride the elevator up to the next room and hit the switch that opens the two doors. One of these doors will lead you to a gong that you will have to strike. Backtrack and head across the bridge. Kill the skeleton on the other side before he strikes the other gong or he will attract hellhounds. If you follow the set of stairs down, a skeleton will close a gate that prevents you from going to the next room. But there is a back door. Go back up towards the top of the stairs and jump onto the roof of a hallway. Here you will see an opened door. This jump may be a little tricky. After that find the elevator and take it to the end of the level.

Sultr's Bridge

First hit the switch to bring up the elevator. Then take the elevator down and climb up the next chain you see. Up there you will find another switch and a Rune of Health. Climb down the chain and make your way across the bridge. The next part is a little challenging. Basically you have to jump from one platform to another heading upwards. Once at the top, climb up the chain to the next room, drop down, and then climb up the other chain in the room and to the end of the level.





The Dishonored

Proceed along the spiraled path downward. In the next room there will be many walking dead soldiers. One of the breakable doors on the right will lead to a room that is filled with molten lava. The best way to get past this room is to pick up the Rune of Bloodlust and run as quickly as you can to the room, first dropping down to the right where the Rune of Lesser Power is and then jumping to the pillar ahead. From the pillar, jump the shore. Scale the wall to find a Roman sword. These Roman swords are excellent for decapitation and come in handy when fighting the walking dead soldiers because they only will only die from getting their heads cut off.



Realm of Hungr

After stepping on the two switches, head down the opened door on the left side of the room. This will lead into another room with more hellhounds. Search for the switches that open another door in that room. The last area is a gauntlet of flamethrowers that are manned by the enemies, kill the bad guys and they won't kill you.



Hel's Engine

The first part of this level has to do with finding switches and deactivating their power. There are three separate rooms, each filled with some kind of weapon that will destroy you on contact. Carefully make your way through each room and hit the switches. Once completed, a new door will be opened. The next area is fiery. Be patient and have good timing. Once at the top, grab the Rune of Bloodlust to kill the hellhound without any trouble and go to the next level.

Nagrind Stand

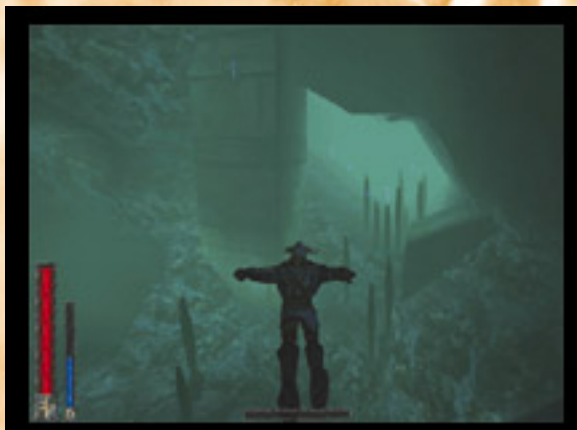
There a quite a few enemies at the beginning of this level so remember to use the rune powers. When you drop down into the room with the floor switches, hit the one next to the pillar off to the side first. Then, without stepping on the other switch, attract a monster and lead him in a direction that would cause him to step on the other switch. Hurry and get through the recently opened door. Beware of the hellhounds that dwell in the next part of the level. After watching the short film, equip your Roman sword and go decapitate some monsters. While battling, the door will start opening after the round with the skeletons.

Helevator

You are almost out of Hel. First take the path that goes downstairs. Break the wall and jump onto the ledge across the lava. Follow the ledge to the next breakable wall. Break the wall and use the protruding stones to climb up. The giant helevator should be in front of you now. Move to the opposite side of the room and drop down to the ledge below. Throw a weapon at the breakable wall and climb through. Hit the switch that activates the helevator and head down the path. You will end up towards the beginning of the level now. Go back upstairs and hop on the elevator. From here you can make it to the helevator.

Elivgar's Source

Proceed through the maze of maniacal plants along the rocky path. You will be looking for a drop down to the next area. Follow next path always working your way up. Look for a vine to climb. Find the breakable wall and go through. Look for a big pillar with a trail attached that spirals downward. Jump from rock to rock to make it to the end. and head down the path. You will end up towards the beginning of the level now. Go back upstairs and hop on the elevator. From here you can make it to the helevator.



Eitri Deepunder

Slide down the cliff using the ledges to prevent from being hurt while falling. Jump into the water and search for two giant stone pillars. Swim through them and there will be a path that takes you out of the water. Search for a set of vines to climb, and then another set after those. When up here, if you feel like you are running in circles, you probably are. Look for an area that drops down to a ledge that has a shield, a white flower, and a killer plant. Follow this path up and around the bend.

Deep Guardian

Swim towards the right side of the level and go past the giant fish. Once past, turn left and follow the watery tunnels out of the level.

Skerkir Ravines

Watch out for traps in this level. If you are caught in a cage, you can easily get out by hacking it up. The first goblin you see in here will try to lure you into a trap, be careful when you try to kill him. Another goblin will lead you to a breakable wall. Go through the wall and head right. The vines in this room will lead you out of it. Once you make it into the next area, work around to another elevator. Inside you will find a Rune of Power that will increase your Rune power capacity and fill it entirely. Take the path behind the elevator and, at the end of the level, take advantage of the tasty lizards.

Goblin's Watch

Make your way through the first two rooms. Look for the doorway with four spikes in front. There you will need to find the underwater passageway. While underwater, the next tunnel to find will be below you. Move forward and watch for traps. The area with the 2nd trap is the one that will lead you to the right path. Use the geyser to jump onto the ledge above. Work your way up and around, climb the ropes and cross the bridge. Using the skins as trampolines will make your wayward journey a little easier.

Into the Pit!

The goblins strip will you of your equipment after you get knocked out in the cage. Run as fast as you can to the pathway on the left. There is a trial pit mace and a shield on the ground. Grab these if you can and then climb up the ledges. Destroy the weak looking set of rocks to make the boulders fall on the ground. These boulders will be your ticket out of that room. Killing the snowbeast isn't really necessary, but if you feel the need for a challenge then be my guest.



Snowy Approach

You have finally reached the city of Thorsdadt, well almost. Find the hole that leads underground and follow the pathway. When you hear the two guards yelling at you, wait a second let them fight with the snowbeast first. Proceed down the snowy path and to the crumbling mountainside.

Hlarva's Pass

Watch for falling rocks! Time your jumps wisely. Journey into the house and go down the basement using the rope. Leave the house through the door and look out for more falling rocks. There will be another cut-scene with Odin coming up. The city of Thorsdadt is ahead. Head to the left side of the main gate to get in through the guard's entrance. Kill the guards and find a rope to climb. Take the pathway up and the elevator down.

Issue #6 Parting Shot ::



America Changed ::

September 11, 2001 – a defining moment in the timeline of our generation. A day that will most likely be as poignant to Americans as the attack on Pearl Harbor, the assassination of John F. Kennedy, or the Oklahoma City bombing – and striking to the global community as a whole as well.

In light of the recent tragedy, IGN would like to extend our sympathy and prayers to the people who are still suffering in the shadow of this catastrophe.

Unplugged's Special Thanks This Month ::

Thanks to Marty Smith and Dave Vioria for all the help with the features this month. I'd like to take this moment to blatantly point the finger at the editors for this issue being incredibly late (namely Fran, Matt and Craig, who ran off to Japan to go to Space World). – **Scott Allen**

